

STAR CHASE

A game of galactic exploration, diplomacy and conquest



**Software Simulations
PO Box 2758
Yeovil
Somerset
BA20 2XH**

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1 INTRODUCTION

1.1 GAME START There are twelve players in each game. The players are allocated to start positions at random. Players should choose empire name with their gamestart application. The GM will select a three letter code used to identify that empire in orders (suggestions may be accepted, but the code needs to be unique within the game).

1.2 START POSITIONS At the start of the game each empire controls one planet, plus the star system in which that planet is located. The home planet has twenty population, ten industry and two fighters. The star system has two population, two industry, one colony ship, two fighters and five cruisers. Most technology levels start at zero (but see 7.1 for the ones that don't) . Your treasury starts at 50 BPs. You also have a few extra build points in your income for the first turn.

At the start of the game the only population, industry and fleets visible are those of the twelve empires (but this will change as you explore). Some of the twelve empires may be non-player empires run by the computer.

Notes: Empires start far enough apart that there is a distinct phase at the start of the game where you expand prior to first contact, but do bear in mind that the map is randomly generated and all sorts of peculiar structures and connections are possible.

1.3 THE GM The "GM" (jargon for Games Master, by obscure tradition) is the person responsible for the operation of the game. In more normal terminology the GM would be called a moderator or an umpire. The game is actually processed by computer, but is supervised by the GM. The name of your GM is given in the game report.

1.4 ADDRESSES The correct address to which you should send your instructions for the game is given in the game report. The names of the player in the game are listed in the game report, but no address list is provided. It is your choice whether to use the message facility (see paragraph 1.7) provided to contact other players and give out your address and/or phone number, but the game provides plenty of scope for alliances and trades (which are difficult to arrange if you decide not to encourage diplomatic activity).

Note: it is your responsibility to keep the GM informed of your current address. If you move around frequently, or make temporary address changes, then it's best if you provide a self-addressed envelope with each turn (we provide the stamp, but make sure the envelope is an adequate size). This ensures the GM sends your turn to the address you prefer and avoids messing up our address list.

1.5 DEADLINE The GM will set a deadline for each turn. Your orders must arrive on or before this deadline (always before the deadline for faxed orders). Games are normally run during the afternoon of deadline day and go back in the post the same day.

If your orders arrive late then they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there is no way to make it up.

MISSED ORDERS If you miss a deadline, then the computer will write a set of orders for you. This "missed orders" routine concentrates on building up your industry, growing your population and defending your borders. It won't attack anyone, but it may build ships and move them around if it thinks it can improve your defences. If the computer decides a player has dropped out of the game then the "missed orders" routine is expanded to become much more aggressive. Dropout empires are likely to make serious nuisances of themselves.

1.6 TURNSHEETS The turnsheets in Star Chase (attached to the back of your game report) are used for submitting your orders. Your orders for each turn are submitted in the form of actions, one action per line on your turnsheet.

The actions available are listed in sections five to nine of this rulebook. You have sixteen actions per turn. If you do not use all sixteen action you may leave gaps (although it would probably be more sensible to use the extra actions for scouting). There are also two lines available for giving names to the systems owned by your empire.

Think **BEFORE** you fill in the turnsheet. The recommended method is to write out your plans on another sheet of paper and transfer the final version to your turnsheet only when you're finished (or use a soft pencil that you can erase without making a mess).

Please try to write your orders as neatly as possible, as we cannot correct errors that result from poorly written turns.

1.7 MESSAGES The turnsheet also includes a section for player messages, which are published in the game report (for everyone to see). All messages are identified by the computer according to who sent them, and our normal restrictions apply (ie. keep it clean and fair).

EMAIL & PHONE You can use your player message to add your phone number and/or email address to the information in the roundup section of the game report. Simply address the message to PHONE or EMAIL and keep it short.

1.8 PLAYER REPORTS Each turn you will receive an individual report which repeats back all the actions you made that turn, along with information on technology levels, income, victory points, details of all the systems owned by your empire, and other areas scouted, probed, moved through and attacked (etc). The map included in your individual report shows only the star systems you have "seen" during the game so far (ie. those listed in your game report, plus any others within visible range of the stars you own) and highlights the star systems that you control.

1.9 GAME REPORTS In addition to your individual player report there are several parts to the game report which are the same for all players. The "Roundup" shows which empires and players are involved in the game, the top three tech levels for each empire, and what the order of play will be for the following turn. The "Messages" section carries player messages (see 1.7) and messages from the GM. There is no "common" general game report other than the roundup, and the actions of the other players are hidden from view except when they have immediate impact on your empire.

1.10 EMAIL REPORTS There is an option to have your game report sent to you as an email. In order to print out your emailed report once you've received it you'll need to be able to save the file somewhere and run the Windows utility we can provide (it can be downloaded from the website as softsim.co.uk, or it can be emailed to you.). This interprets the printer control codes in the file so that it's formatted correctly.

2 GENERAL RULES

2.1 THE GALAXY The galaxy is composed of a large number of star systems linked together by a network of hyperspace links. Many star systems contain planets and/or asteroid belts, which are linked to the hyperspace network in real space (for game purposes there is no distinction between a real space link and a hyperspace link). Star systems, planets and asteroid belts are all referred to as "systems" in these rules. The galaxy is different from one game to the next, and no map is provided other than the map which you build up by exploring during the game.

You can move only from star to star, or between a star and it's own planets and asteroids. Never from one planet or asteroid to another, and never between a planet or asteroid and a different star.

2.2 SYSTEM AND PLAYER CODES Each system (star system, planet or asteroid belt) is identified by a star code (a three digit number). Game reports sometimes give the full names of systems, but in your orders you should always identify systems by their three digit codes. Empires are identified by three letter codes (those given in the "roundup" section of the game report).

2.3 SYSTEM TYPES The system types in Star Chase are yellow dwarf stars (like our own sun), white and red dwarf stars (old stars in the process of cooling), black dwarf stars (very old stars, burnt out and dead), red giant stars (ordinary stars, bloated and cooling at the end of their yellow dwarf stage), super giant stars (massive "blue" giants), planets (only habitable planets are included) and asteroid belts. The system type determines the maximum number of population that may survive in that system and may affect movement (whenever a fleet moves anywhere other than a dwarf star it becomes "stuck" and cannot move again for the remainder of the turn).

2.4 PLANETS Star systems may contain habitable planets and/or asteroid belts. In most respects these are treated as any other distinct system, but connect only to the single star system in which they are located (called their "parent" star in these rules). You can only reach a planet or asteroid belt from their parent star, and this is the only place you can move from a planet or asteroid belt.

2.5 SYSTEM NAMES All systems (star systems, planets and asteroid belts) may be given names, although none are named at the start of the game. System names may also be changed. There is a section in the turnsheet provided for this purpose. System names may be up to fifteen characters long (including spaces). The GM may change or refuse to input objectionable names.

2.6 POPULATION Each system has a population level. Population may be located on world (planets) or in space (in ships, space stations, mining installations and so forth). The population of a system contributes to the defence of the system in a battle, but can't be used to attack.

2.7 POPULATION LIMITS The limit for productive population each system depends on the system type. The limit applies only at the end of the turn when calculating income and costs. Any population above the limit produces no income, generates extra supply costs (see 2.12) and is reduced by one each turn (this is flagged in your report as "overpopulation").

TABLE OF POPULATION LIMITS

System Type	Pop Limit	System Type	Pop Limit	System Type	Pop Limit
Yellow Dwarf	5	Super Giant	6	Planet	50
White dwarf	3	Red Giant	1	Asteroids	9
Red Dwarf	2	Black Dwarf	none		

2.7(a) LIFE SUPPORT In black dwarf systems (where the pop limit is normally zero) your Life Support tech level counts as your population limit for growing, building and overpopulation but not for income (life support allow your population to survive at dark stars, and it can build stuff, but it doesn't generate BPs).

2.8 INDUSTRY The industry of a system represents economic development such as agriculture, industry, commerce and mining. Industry may be located either on-world or in space. It is your choice where to build it: space can be more profitable (due to cheap energy, raw materials and low transport costs) but capacity is limited and space industries are easily captured by other players. On world it's easier to defend, but it's less profitable and can be blockaded. Industry is IMPORTANT. You can only build ships where you've got industry, and expanding your industrial strength is the main objective of the game.

2.9 BUILD POINTS There are no rules for money or resources in Star Chase. The "currency" for actions and transactions in the game is build points, usually abbreviated to BPs. The number of build points available for the coming turn is stated in your player report. BPs are normally spent immediately, but you can also store them in your Treasury (separate from your current balance), to be retrieved later, using the STASH and CASH actions (see 6.10 and 6.11).

UNUSED BPS: Any unused BPs left over at the end of the turn are first used to build cruisers in your "base" system (see 6.13), second to build fighters in your "home" system (see 6.14) third to STASH BPs in your treasury, and lastly if you have an odd one or two BPs they are spent on an ORDER action. In both the base and home system the number of ships built is limited by the BPs available and the industry and population in the system.

2.10 INCOME The income (in BPs) derived from each system you control is the sum of the population in that system, plus whichever is less of the population level and industry (ie. 2 BPs for each population with a corresponding industry, and 1 BP for each population without - but industry provides no income at all if there is not enough population to operate it.

For planets there is additional income equal to whichever is the lower of the population level and the current agricultural technology level of your empire. In space there is additional income equal to whichever is the lower of the industry level, the population level, and your current industry technology level. See section 7 for more information on tech levels.

Note: Income is added to your balance at the end of the previous turn, and supply costs are deducted, so the balance in your game report is the number of BPs available for the coming turn.

2.10 TECH LEVELS Each empire has a number of technology levels (usually called "tech levels"). Each tech level has a different function in the game (described in detail in section 7 of these rules). Tech levels are purchased by spending BPs from your treasury, or by discovering Old Empire technology during exploration (see 3.11), or by Research (see x.xx).

2.11 SHIP TYPES There are three different types of ships that you can build in Star Chase. Other ship types (scouts, merchants, shuttles, haulers, tugs, troop ships, etc) must necessarily exist, but are not important components of the game. For ship building rules, see 6.1.

CRUISERS (CRS) Cruisers are warships with a hyperspace capability, which may be moved around the galaxy from system to system and used in attack and defence. Cruisers cost 10 BPs each to build (see NEWCRS action, 6.1). For movement rules see MOVE, 4.1.

FIGHTERS (FTR) Fighters are warships with no hyperspace capabilities. They're used only for defence and normally can't move around (even between planets and asteroid belts and their parent stars) but remain in the system in which they are built. They cost 3 BPs each to build (see 6.1 for NEWFTR action). For movement rules see MOVEF action (4.5) and MOVECOL action (4.8).

COLONY SHIPS (COL) Colony Ships are giant ships equipped to transport a large population in a closed ecosystem, and are used to move settlers around the galaxy and plant new colonies. Colony ships cost 20 BPs each to build (see 6.1 for NEWCOL action). For movement rules MOVECOL action (4.8), and for planting new colonies see 6.5 for COLONISE action (6.5).

2.11(a) FLEET RESERVE Cruisers normally move around the map from system to system, but they can also be “laid up” in reserve. The main advantage of placing ships in your reserve is that you don’t have to pay to supply them, but another advantage is that when you call them back from reserve you don’t have to put them back in the same place they came from. The LAYUP action (see 4.9) is used to put ships in reserve and the RESERVE action (see 4.10) is used to put them back on the map.

Note: You can't put ships into your reserve and take them out of your reserve in the same turn.

2.11(b) LOST IN SPACE Cruisers sometimes get “lost in space”, usually as a result of losing a battle, in which case they just swan around in hyperspace until you use the RECOVER action (see 4.11) to get them back.

2.12 SUPPLY COSTS Every turn you pay BPs for supply for all your ships, wherever they are. The cost in each system is one third of the build cost of the ships in the system, less the number of population, less your current supply technology level (see paragraph 7.1). If the cost would be less than zero then there's no cost for that system (you don’t get any BPs back). There are no supply costs for ships in your fleet reserve. Supply costs are deducted from your balance of build points at the end of the previous turn (when income is calculated).

Note: Supply Cost = (Build Cost divided by 3) - Population - Supply Tech.

2.13 OVERPOPULATION Extra population above the population limit (see 2.7) for a system does not count for income (see 2.10) and increases your supply costs (one for each extra, see 2.12).

2.14 BLOCKADE A planet is blockaded if the star system in which it is located is owned by a different empire and the blockading ship strength (cruisers and fighters, plus five for each colony ship) is greater than the total of the population and cruisers on the planet. A blockaded planet produces no income and may not grow population, build industry, build ships or place reserves.

Note: A blockade is an alternative to trying to capture a well defended planet. The owner of the planet must either negotiate for the blockade to be lifted, or recapture the system.

2.15 ORDER OF PLAY The game is adjudicated in sequence, one action at a time in strict order. One action is processed for each player in turn, in the order given on the turnsheet (ie. the first action is processed for each player, then the second action for each player, and so on). The order in which each round of actions is processed is fixed for the turn, but players may spend BPs to change the order for the following turn. The order of play for a given turn may be extremely important. The initial order of play (for the first turn) is random.

2.16 VISIBILITY Each type of star has a value for "luminosity" (brightness). A star is visible if the luminosity of the star is greater than or equal to the square of the distance from the nearest star you own. If you can see it then it'll appear on your map, even if you aren't able to move to it.

Stars can also be "seen" through hyperspace if they're connected by hyperspace to systems you own, scout or probe, and also if your hyperspace tech is greater than or equal to the square of the distance from the nearest star you own.

Note: There are a fair number of black dwarf stars sprinkled around the galaxy. These are "dead" stars, so they're not visible. To find them you will need either to find where they're connected (if they are connected) or "see" them through hyperspace.

VISIBILITY TABLE

Star Type	Luminosity	Star Type	Luminosity	Star Type	Luminosity
Yellow Dwarf	eight	Red Dwarf	four	Red Giant	twelve
White Dwarf	eight	Black Dwarf	none	Super Giant	sixteen

3 MOVEMENT & BATTLES

3.1 MOVEMENT Movement is normally from one system to any linked system in a single action. Movement is normally continuous, so that ships which move from one system to another may make use another action to make another move from that system into another the same turn. Some star systems and some types of actions prevent continuous movement (see paragraph 3.2).

All move actions require BPs, and if you do not have sufficient BPs then the action will fail. Assault actions cost 2 BPs, and other move actions cost 1 BP (however many ships are ordered).

Note: You can't move direct from a planet or asteroid belt to another planet or asteroid belt, even if they have the same parent star: you must go via the star system in between.

3.2 GETTING STUCK Any ships in a system may become "stuck" in that system for the duration of the turn. This happens when you place ships from your reserve, on a cruiser move to anything other than a dwarf star, any assault or bombardment action, any move by a colony ship, any attack capturing a system containing a colony ship, and any move into a system that was previously unowned.

Note: The rule about unowned systems being sticky is different from other games in this series, but it's because of the exploration rules (see 3.11). It's well worth the delay.

Be aware that it's the system that becomes "sticky" rather than the fleet that becomes "stuck" (other ships belonging to the same empire moving into the same system also becomes stuck). Getting stuck stops you moving OUT of a system. It doesn't stop other moves INTO the system, or other actions you might do while you're there.

Hints: Move cruisers before colony ships, because colony ships jam up the system they move to (any cruisers already there will be stuck). But be careful to move colony ships out from giant stars before moving any cruisers in (because the cruisers will make the system sticky and stop the colony ship moving). Note that you can use colony ships defensively as "blockers" to tie down an attacker in a system that's otherwise not sticky.

3.3 ATTACKS There are two different actions that may be used for moves or attacks with cruisers in Star Chase. These are MOVE (see 4.1) and ASSAULT (see 4.3). There is no distinction between a move and an attack in Star Chase. An attack is simply any attempt to move a fleet into an area that you don't own. If an attack fails, any attackers which survive return to the area they attacked from. If you order an assault against a system you already own then the action fails.

Note: If you try to MOVE to a system you own but someone captures it before you get there, then your move becomes an attack on that system, the same as if you already knew someone else owned it. If you want to move somewhere without attacking then use the SEND action (see 4.12).

3.4 BATTLES & DEFENCE MODES A battle may occur whenever a fleet belonging to one empire tries to move to a system owned by someone else. How the battle is resolved will depend on the action used by the attacker and the defence mode chosen by the the defender.

Each system has a defence mode, a retreat location and an ambush location. The defence mode is one of AMBUSH, DEFEND or RETREAT (current settings are shown in the "Defmode" column in your game report). These may be changed using the actions with the same names (see 4.2) but are remembered from turn to turn (and change only when you change them). At the start of the game the retreat mode is set for all systems, but no retreat location is set (but see next paragraph).

3.5 RETREATS If the defence mode for a system attacked is RETREAT, the retreat location is connected and owned by the defender, and the attack strength is greater than the defence strength (see 3.6) then any defending cruisers retreat before the space battle happens. If the retreat location is no good then the defender acts as if the defence mode was DEFEND. Ships other than cruisers can't retreat.

Retreats and retreat locations may be set by using the RETREAT action (see 3.4), but each time a cruiser moves between systems it may reset the retreat location in the destination system to be the system from which it came (so that when they retreat, they normally retreat back to wherever they came from). The retreat location does not reset when you move from a system that is not immediately connected by a single hyperspace link (ie. When moving through deep space) and retreat locations are not set to planets or asteroids.

Note: This means that retreating ships will normally try to retreat back the way they came, unless you specifically order them differently.

3.6 ATTACK & DEFENCE STRENGTHS The attack strength in a battle is the number of cruisers ordered to attack, plus the weapons tech of the attacker. The defence strength is the number of ships in the system (cruisers and fighters) plus the population and five times the number of colony ships. Population counts double for planets. Weapons tech is added to the defence strength if there are cruisers or fighters present. Defence tech is added to the defence strength for a planet if there is population present.

ATTACKER = CRUISERS + Weapons Tech

DEFENDER = 5*COLONY SHIPS + CRUISERS + FIGHTERS + POP
Add Weapons Tech if there are any ships present

PLANETS = If there is any population then count it double and add Defence Tech.

Note: The populations of star systems and asteroids belts exist inside ships and space stations, and contribute to the defence of the system in the form of armed merchant ships and militia. Population on world defend themselves against bombardment from space with the use of missiles and ground based space craft, and against conquest from space with conventional ground and air forces.

Note: Cruisers and fighters may be used to help defend planets, and are equally effective at fighting battles in planetary space as in outer space. Fighting in planetary space means they get extra help from the local population, and are more likely to be able to make a successful defence.

3.7 BATTLE ROUTINE A battle may involve several phases, during which each fleet loses a number of ships according to the strength of the opposition and the weapons technology level of the empires involved. Losses are normally calculated and applied simultaneously. Fractional losses are ignored. A battle ends when either the attacking fleet is wiped out, the defending fleet is wiped out, or the attacker gives up the attack.

More details of the methods used for deciding battles are given separately in section five, according to the actions used by the attacker (see paragraphs 4.1 to 4.4).

3.8 BATTLE LOSSES Losses suffered by the defender are removed from cruisers first, and then destroyers. The attacking fleet will be all cruisers, so only these can be lost. Some of the cruisers lost in a battle may be "lost in space" (see 2.11b and 4.11) rather than destroyed. Note that only ships are lost during a battle, although population and industry may also be reduced afterwards (see 3.10). Colony ships will be destroyed or captured if the system is captured.

3.9 WINNING A BATTLE The attacker wins the battle if the defending fleet is wiped out and the attacker has more ships surviving than the defence level of the system (normally the population level, or twice the population level for a planet, see 3.6). The defence level is reduced by the Marines Tech level of the attacker. It is possible for the defending fleet to be wiped out and still win the battle if the attacker is not sufficiently strong to take control the system.

3.10 SYSTEM CAPTURES When a system is captured by the attacker with a MOVE or ASSAULT action then the defender loses one victory point and the population and industry of the system are halved along with the number of colony ships. Note that these losses are not applied during the battle, but only after the battle if is lost.

3.11 EXPLORATION Whenever you capture a system that was previously unowned (which will previously have been reported as being empty) then you discover (and add to your empire) anything that was left behind in the system by the Old Empire. You might find just about anything. Ships, industry, VPs, BPs, Treasury BPs and Tech Levels can be found anywhere, while population will be found only on planets, and rarely even there. Some Tech Levels are easier to find than others. You may find any multiple of whatever you discover, from one to the value of your Expo Tech (except colony ships are only found one at a time, most tech levels are only found up to five at a time, and VPs, BPs and treasury BPs can be more - up to double your Expo Tech).

Notes: Unowned systems are "sticky" (see 3.2) in Star Chase because you're stopping to dig around in the ruins and see what you can find. It's worth it. The tech levels that aren't restricted to five a time are BP Income Tech, Cultural Level and Treasury Tech.

3.12 DEEP SPACE MOVEMENT The DEEP action (see 4.4) allows movement to a star that is close but not connected. Your jump tech level must be at least equal to the square of the distance between the two systems. Deep space jumps can be made from any type of system, but you can't jump to a planet or asteroid.

Note: The distance between two stars is "one" if they're in the same row or column on your map and there's no room for another star between them. If they're in the same row or column and there's room for only one star between them, then the distance is two. If there's room for two, then the distance is three. For the squared distance between two stars that aren't in the same row or column, add together the squared distance going along the rows and the squared distance going from there along the columns. Examples :-

TABLE OF DISTANCES

Rows	Cols	Distance									
1	0	1	0	1	1	1	1	2	2	2	8
2	0	4	0	2	4	2	1	5	3	2	13
3	0	9	0	3	9	3	1	10	4	2	20
4	0	16	0	4	16	4	1	17	4	3	25
5	0	25	0	5	25	5	1	26	5	2	29

3.13 DISTSQ This action can be used to tell you the square of the distance (ie. the jump range) between two systems. There is no cost in BPs. You must own the system in the "from" box, and the system in the "to" box may not be a planet or an asteroid belt.

Format [DISTSQ] [WHERE FROM] [WHERE TO] [NOT USED]

Note: If you were paying attention in school when you were told about Pythagoras' Theorem (lots of you weren't, it seems) then you won't need this action. See also the explanation in the notes for paragraph 3.12, which might save you from having to use the DISTSQ action.

4 MOVE & ATTACK ACTIONS

4.1 MOVE In an opposed MOVE action the battle consists of a single round. Each side takes losses of half the strength of the other fleet, and the weaker fleet also takes losses of half the difference in strengths. The attacker gives up the attack if the defending fleet is not wiped out, or if the strength of the attacking fleet is not greater than the defence level of the system (after battle losses on both sides). The cost is 1 BP.

Format ["MOVE"] [WHERE FROM] [WHERE TO] [Number of CRUISERS]

4.2 DEFENCE MODES The AMBUSH action prepares an ambush for a given system against an attack from a given adjacent system. If the defender makes an AMBUSH action against a system from which a MOVE action (not ASSAULT or DEEP actions) is made then any losses inflicted on the attacker are made before any losses inflicted on the defender are calculated, and the attacker suffers an extra loss (ie. a successful AMBUSH action gives the defending side first shot). Note that to be effective the AMBUSH action must be processed before the MOVE action.

The DEFEND action sets the defence mode for the system chosen to DEFEND (see 3.4) and the RETREAT action sets the defence mode to RETREAT and also resets the retreat location (see 3.4 and 3.5). There is no cost in BPs for these, or the RETREAT action.

Formats [RETREAT] [WHERE FROM] [WHERE TO] [NOT USED]
[AMBUSH] [WHERE] [WHERE AGAINST] [NOT USED]
[DEFEND] [WHERE] [NOT USED] [NOT USED]

Note: You don't need ships to set an ambush. Each system may only have one ambush set at once (against a single adjacent system). The "Amb" column in your game report shows any ambushes set. Ambushes are remembered from turn to turn, and once set an ambush remains in force until you set a new one or a different defence mode in that system (see 3.4).

4.3 ASSAULT An assault is a carefully planned all-out attack. The cost is 2 BPs. In an ASSAULT the battle continues until one fleet or the other is wiped out. Each fleet takes losses of one third of the strength on the other side, and the weaker side also takes losses of one third of the difference in strengths.

If the defending fleet is wiped out and the strength of the attacking fleet is greater than the defence level of the system (after battle losses on both sides) than the battle is won: otherwise any surviving attackers give up the attack. A fleet that makes an assault becomes stuck and may not continue moving during the rest of the turn.

Format [ASSAULT] [WHERE FROM] [WHERE TO] [Number of CRUISERS]

4.4 DEEP The DEEP action is used for deep space movement to stars not linked through hyperspace. The cost in BPs is equal to the square of the jump distance times the number of cruisers moved. Ships that make a deep space jump become stuck and may not continue moving during the rest of the turn.

If a deep space attack is opposed the battle consists of a single round. Each side takes losses of half the strength of the other fleet, and the weaker fleet also takes losses of half the difference in strengths. The attack fails if the defending fleet is not wiped out, or if the strength of the attacking fleet is not greater than the defence level of the system (after battle losses on both sides). If the attack fails then any surviving attackers are "lost in space" (see (x.x)).

Format [DEEP] [WHERE FROM] [WHERE TO] [Number of CRUISERS]

4.5 MOVING FIGHTERS - The MOVEF action is used to move fighters between systems that you own. The systems must be adjacent. You cannot move fighters to systems you do not own. Your current fighter tech is the maximum number of fighters that may be moved with a single action. The cost is 1 BP per fighter. Fighters are always stuck after any move (the system into which they move becomes sticky for cruisers as well).

Format [MOVEF] [WHERE FROM] [WHERE TO] [Number of FIGHTERS]

4.6 "ALL" & "ALL BUT" ORDERS Two additional formats are allowed in the "number" box on move and attack actions to move "all" or "all but" a given number of cruisers. The format for "all but" is AB-NUM (eg. AB-1 is "all but one" and AB-2 is "all but two"). A number of zero is treated as "all but none" (ie. "move all").

4.7 BOMBARD The BOMBARD action is used to wear down the defences of a planet so that it may be captured later. BOMBARD actions are allowed only against planets, and only from cruisers in the parent star system. Multiple bombardment actions are permitted in the same turn. For each BOMBARD action the defender loses one cruiser, one fighter, and anything from five to nine of each of population and industry. The cost is 2 BPs.

Format [BOMBARD] [WHERE FROM] [WHERE TO] [NOT USED]

Note: Bombarding a planet from orbit is easy: you just throw asteroids, meteors, stray comets or whatever other rubbish happens to be lying around.

4.8 MOVECOL The MOVECOL action moves colony ships from "Where from" to "Where to" (the systems must be adjacent, and both systems must be owned by your own empire). Colony ships are always stuck after any move (the system into which they move becomes sticky for cruisers as well). When a colony ship moves it also try to take some fighters (if there are any present) along with them, up to the limit of your Fighter Tech. The cost is 2 BPs per ship.

Format [MOVECOL] [WHERE FROM] [WHERE TO] [Number or COLSHIPS]

4.9 LAYUP The LAYUP action is used to move cruisers to your reserve (they're removed from the map). You can only lay up ships in systems that contain both population and industry. The maximum number that can be laid up in a single action is equal to your Reserve Tech plus the sum of the population and industry in the system. The cost is two BPs per ship.

Format [LAYUP] [WHERE] [NOT USED] [Number of CRUISERS]

4.10 RESERVE The RESERVE action is used to move cruisers from your reserve to the map. You may not make RESERVE actions in the same turn as LAYUP actions. You can only place reserves in a system that contains both population and industry. The system becomes sticky (see 3.2). The maximum number that can be placed in a single action is equal to your Reserve Tech plus the sum of the population and industry in the system. The cost is one BP per ship.

Format [RESERVE] [WHERE] [NOT USED] [Number of CRUISERS]

4.11 RECOVER The RECOVER action is used to rescue cruisers that are lost in space and add them to your fleet reserve (see 2.11a). The maximum number that can be recovered in a single action is equal to your Recovery Tech. The cost is one BP per ship.

Format [RECOVER] [NOT USED] [NOT USED] [Number of SHIPS]

4.12 SEND A SEND action works the same as a MOVE action, except that if someone else owns the system you're moving to then nothing happens (there's no battle). The cost is 1 BP.

Format ["SEND"] [WHERE FROM] [WHERE TO] [Number of CRUISERS]

5 PROBE ACTIONS

5.1 SCOUTING Included in your each game report each turn will be a scouting report from each system that you don't own which is adjacent to a system where you have at least one cruiser, plus any systems you attacked or probed.

5.2 PROBES Probes are unmanned spacecraft which operate independently from your fleet. Probes may move around from system to system without regard to ownership. Systems they visit are included in the scouting section of your game report. Probes are not normally visible to other players, but may be tracked down and destroyed (ie the searcher knows where to look, and what to look for, using the FIND action, below). Probes also make deep space jumps when ordered to somewhere within jump range that they can't reach otherwise.

ACTIVE & INACTIVE PROBES: You may have more than one probe in play at the same time (according to your current probe tech level) but only one may be "active". You may have a number "inactive" probes equal to your probe tech level. Inactive probes do not move, but simply sit and report on the system in which they're located. Only your current active probe may move. Probe tech also provides extra actions for moving your probe(s) around.

PROBE ORDERS: A number (equal to your probe tech level) of boxes on your turnsheet are provided for probe actions. Simply enter in each box the system code for the next system to be probed. The probe boxes may not be used for any other actions, and probe actions may not be entered other than in these boxes.

PROBE MOVES: For each probe action (each box filled in), if the system indicated is adjacent to your current active probe, then this probe is moved to the system ordered.

ACTIVATING A PROBE: Otherwise, if the system indicated contains an inactive probe then this probe is activated and your current active probe (if any) becomes inactive.

NEW PROBES: If your active probe can't reach the system ordered and there's no inactive probe there already, then a new probe is built in that system (except that new probes may only be built in systems that you own). There is no cost in BPs. Your current active probe becomes inactive (you must have sufficient probe tech for this, or the action fails) and the new one is active.

5.3 FIND The FIND action is used to search for probes from other empires. Three different formats are available. specifying either the owner of the probe to search for, or the system in which to search, or both. You can only find probes in systems you own.

If you specify an empire in the "who" box then your game report will show the location of that empire's active probe at the time the action was processed. If you give a system code in the "where" box then your game report will show whether or not there were any probes in that system at the time the action was processed (if there is more than one then only one will be reported, chosen at random). If you specify both an empire and a system then your game report will find only a probe from that particular empire in that system.

Formats [FIND] [blank] [WHOSE PROBE] search for "whose" probe
[FIND] [WHERE] [blank] search for any probe in "where"
[FIND] [WHERE] [WHOSE PROBE] search for "whose" probe in "where"

5.4 KILL The KILL action can be used to destroy enemy probes found inside your empire. If any probes belonging to the empire indicated are located in the system specified then one probe is immediately destroyed. You can only kill probes in systems that you own.

Format [KILL] [WHERE] [WHOSE PROBE] [--]

6 BUILD & GENERAL ACTIONS

6.1 BUILDING SHIPS The NEWCOL, NEWCRS and NEWFTR actions are used to build new colony ships, cruisers and fighters (respectively) in systems owned by your own empire. You may not build more ships in a system in a single action than you have industry and population in that system (you need both - you don't add the two together). If you order more than is allowed then the number will simply be reduced. The build cost for each ship type is as follows:-

FIGHTER	3 BPs
CRUISER	10 BPs
COLONY SHIP	20 BPs

Ships may not be built on planets under blockade or in systems that you don't own. Ships may move (etc) in subsequent actions the same turn as they are built. You have the option to leave the "Where" column blank, in which case the ships will be built in your "base" system (see 6.13) - at the start of the game this is your home star.

These actions take the following formats:-

[NEWCOL] [WHERE] [NOT USED] [HOW MANY]	build colony ships
[NEWCRS] [WHERE] [NOT USED] [HOW MANY]	build cruisers
[NEWFTR] [WHERE] [NOT USED] [HOW MANY]	build fighters

Note: The limit on the number of ships you can built is each action not each turn. There's nothing to stop you ordering the same action more than once in a turn.

Note: If you want to build ships somewhere you've got no industry, then you can simply build the industry in one action and the ships in the next (providing you've got enough BPs to spare, and provided there's already some population, of course).

6.2 BUILD The BUILD action is used to increase the industry of a system owned by your empire. The cost is 5 BPs per level. The industry level may not exceed the population limit for the system (for black dwarf stars this means your Life Support tech level). BUILD actions may not be made in planets under blockade.

Format [BUILD] [WHERE] [NOT USED] [Number of Levels]

6.3 GROW The GROW action is used to increase the population in a system owned by your empire. The cost is equal to the number of population already in the system. The population level increases by your Birth Labs tech level, up to the pop limit for the system (see 2.7). GROW actions are not allowed in planets under blockade, or where you don't already have population (you need a colony ship to plant a colony first) or where the population has already increased that turn (from another GROW action, or a COLONY action).

Format [GROW] [WHERE] [NOT USED] [NOT USED]

6.5 COLONISE The COLONISE action plants one population in the system specified. Not allowed under blockade or in systems that already contain population. There are two formats. You may either plant a colony wherever the colony ship is already located, or you may "throw" a colony into an adjacent system. A colony ship is always stuck after planting a colony, but being stuck doesn't prevent it from planting a colony in the system it occupies. A colony ship can't throw a colony if it's stuck. The cost is 2 BPs.

Format [COLONISE] [WHERE] [NOT USED] [NOT USED]

Format [COLONISE] [WHERE_FROM] [WHERE_TO] [NOT USED]

Note: Colony ships can (a) plant a colony where they are, or (b) move and plant a colony where they went, or (c) throw a colony to somewhere they could have moved to, or (d) throw a colony AND then plant one where they started (which is the only way they can place two colonies in the same turn).

Colony ships can't (a) plant a colony and then move, or (b) throw a colony and then move, or (c) move more than once, or (d) plant a colony and then throw one afterwards.

6.6 SCRAP The two SCRAP actions are used to remove surplus fighters and cruisers (respectively). The cost is one BP per ship.

Format [SCRAPC] [WHERE] [NOT USED] [Number of CRUISERS]

Format [SCRAPF] [WHERE] [NOT USED] [Number of FIGHTERS]

6.7 HYPERSPACE CONSTRUCTION New hyperspace links may be built between any two systems (not planets or asteroids) that you own if the square of the distance between them is less than or equal to your hyperspace tech level AND the distance squared is one, two, four or nine. Links may not be built through intervening systems. Stars that already have a full set of links (seven, including planets and asteroids) may not be linked.

The LINK action is used to construct new hyperspace links. You must own the system given in WHERE FROM and either own or have an active probe in the system in WHERE TO. The cost in BPs is ten times the square of the distance between the two systems.

Format [LINK] [WHERE FROM] WHERE TO] [--]

Note: The limitations above are actually due to the limited configurations of links that can easily be drawn on the map. If we can't map it, you're not allowed to build it.

6.8 ORDER The ORDER action is used to alter the order of play. By spending BPs you may move your empire to the front of the order of adjudication for the next turn. You may spend any number of build points on ORDER actions, and may make more than one such action in a turn. If you have fewer BPs remaining than you attempt to spend, then the number spent is reduced to the number you have available. If your ORDER action is action number 16 and you do not enter a number in the number box, then you spend all BPs you have left.

The order of play for the next turn is the order of which empires spent the most BPs on ORDER actions, with empires spending the same amount remaining in the same order (ie. you move up the order of play ahead of anyone that spent less, but not ahead of anyone spending the same).

Format [ORDER] [NOT USED] [NOT USED] [BPS TO SPEND]

Note: Because of leftover BPs being spent on order actions (see 2.9) there are usually lots of other players spending 1 or 2 BPs. So if you want to bounce to somewhere near the top of the order, spend at least 3 BPs. More than 3 is only worthwhile if you think you're bidding against someone else that's spending extra BPs as well.

6.9 GIFT The GIFT action is used to donate BPs from your treasury to the treasury of another empire. If you have fewer BPs in your treasury than you attempt to give, then the action fails.

Format [GIFT] [NOT USED] [WHICH EMPIRE] [Number of BPS]

6.10 STASH The STASH action is used to transfer BPs to your treasury, from where they can be reclaimed later by using a CASH action. The cost is three BPs per BP placed in the treasury. If you have fewer BPs remaining than the cost of the action then number of BPs stashed is reduced to the most you can afford. If you have a STASH action for action number 16 and you do not enter a number in the number box, then you spend as many of your remaining BPs as you can.

Format [STASH] [NOT USED] [NOT USED] [NUMBER STASHED]

6.11 CASH The CASH action is used to transfer build points from your treasury to your current balance (where they can be spent). There is no cost.

Format [CASH] [NOT USED] [NOT USED] [NUMBER]

6.12 TAX The TAX action adds two extra build points to your current balance. There's no cost (except that it uses up an action).

Format [TAX] [NOT USED] [NOT USED] [NOT USED]

Note: If you've got nothing better to do, fill up the gaps in your turnsheet with TAX actions, and then build something extra at the end to spend the BPs you've made (or let them fall into your treasury in the normal way).

6.13 BASE The BASE action is used to change the “base” system for your empire. There is no cost. Your base is the system where unused BPs are spent to build cruisers (see 2.9). If you don't want to build cruisers with your spare BPs then use a BASE action with the WHERE box blank.

Format [BASE] [WHERE] [NOT USED] [NOT USED]

6.14 HOME The HOME action is used to change the “home” system for your empire. There is no cost. Your home system is where unused BPs are spent to build fighters (see 2.9). If you don't want to build fighters with your spare BPs then use a HOME action with the WHERE box blank.

Format [HOME] [WHERE] [NOT USED] [NOT USED]

6.15 BUSTER The BUSTER action fires a “Planet Buster” or “Link Buster” bomb (there's only one sort of bomb: it's a planet buster if you fire it at a planet and it's a link buster if you fire it at a star). Buster bombs can only be fired by colony ships and can't be fired from planets or asteroid belts. You can only use as many buster bombs as you have Bomb Tech (a tally is kept of the number of bombs you've used and it's shown in your game report). There is no cost in BPs.

A Planet Buster turns the target planet into an asteroid belt. The population and industry on the planet are wiped out. Defending ships are unaffected (except their owner may be rather cross).

A Link Buster destroys the hyperspace link between the star you've fired it from and the one you've fired it at (you can't destroy the link to planets or asteroids: only the links between stars).

Format [BUSTER] [WHERE FROM] [WHERE TO] [NOT USED]

Note: Buster bombs have no effect on asteroid belts. Be warned that people don't like having their planets destroyed and get nervous about people that go around destroying planets that don't belong to them.

Be careful not to mix up the BUSTER and BOMBARD actions when attacking planets: throwing asteroids at people is precision bombing when compared with throwing planet busters.

7 TECHNOLOGY

7.1 TECH LEVELS The different tech levels are described in the table below, along with the two letter codes that identifies them in your orders and in game reports). Agri Tech, Birth Labs, Expo Tech, Income Tech, Industry Tech, Probe Tech and Treasury Tech all start at one, but the other tech levels are zero at the start of the game).

CODE	NAME	MEANING	RULE
AT	AGRI TECH	Increases the income (BPs) received from population on world	2.10
BL	BIRTH LABS	Determine population increase when you make GROW actions.	6.3
BP	INCOME TECH	Adds BPs to your income every turn	n/a
BT	BOMB TECH	How many planet and link buster bombs you can use	6.15
CL	CULTURE LEVEL	Adds to your VP total each census turn	8.2
DT	DEFENCE TECH	Defences for planets against attacks from space	3.6
ET	EXPO TECH	Increases how much stuff you find in new systems discovered.	3.11
FT	FIGHTER TECH	Allows fighters to be redeployed with MOVEF action and to be carried by colony ships using MOVECOL actions	4.5 4.8
HT	HYPER TECH	Length of hyperspace links you can build, plus ability to see dark stars through hyperspace	6.7 2.16
IT	INDUSTRIAL TECH	Increases (BPs) received from industry in space.	2.10
JT	JUMP TECH	Deep space jump range	3.11
LS	LIFE SUPPORT	Allows extra population in black dwarf systems	2.7(a)
MC	MARINES CAP	Reduces defence strength when capturing defended systems.	3.9
PT	PROBE TECH	The number of probes allowed, and also the number of probe actions available each turn. Probe tech above nine is not allowed.	5.2
RS	RESERVE TECH	Adds to the number of cruisers you can move to and from your reserve in a single action.	4.9 4.10
RT	RECOVERY TECH	Allows cruisers to be recovered when lost in space	4.11
ST	SUPPLY TECH	Reduces the supply costs for each system	2.12
TR	TREASURY TECH	Adds BPs to your treasury every turn	n/a
WT	WEAPONS TECH	Increases the firepower of your ships in battles	3.6

7.2 TECH The TECH action is used to spend BPs from your treasury on increasing a chosen tech level. You can enter the new level to be bought in the LEVEL box, or you may leave this blank (in which case the increase will be one level). Formats:-

TECH [WHICH TECH] [NOT USED] [blank] normal tech action
 TECH [WHICH TECH] [NOT USED] [LEVEL] multiple tech action

7.3 TECH COSTS The cost in BPs of a TECH action is normally the square of the square of the new level, times the number of levels increased (so increasing a tech level from one to two costs 4 BPs, but increasing it from zero to two costs 8 BPs). Tech costs are paid from your TREASURY (not your current balance).

7.4 TECH TRADES Technology may be traded between empires, via the TRADE and TAKE actions (see 7.5 and 7.6). Tech levels are not transferred directly: TAKE actions work the same way as TECH actions (the "taker" still has to pay for the new level) except that TAKE actions cost half as much as TECH actions.

7.5 TAKE The TAKE action is used to spend BPs (from your treasury) on increasing a tech level by trade with another empire. You must specify the empire which is trading you this technology. This empire must have a tech level at least equal to the technology traded, and must specify a TRADE action (see 7.6) in the same turn. The cost of the action, if successful, is half the cost of the equivalent TECH action (see 7.3). Half this cost is paid into the treasury of the empire that offered the trade.

If you wish to take more than one tech level you must make more TAKE actions (and you've only got one per turn). The "multiple" option is not available.

TAKE [WHICH TECH] [WHICH EMPIRE] [NOT USED]

7.6 TRADE The TRADE action is used to trade technology to another empire, which may then take up that technology by using a TAKE action. You must specify the empire to which this technology is to be traded. This empire must have a tech level lower than the technology traded, and must specify a TAKE action in the same turn (see 7.5). You can trade a tech level the same turn as buying it outright, but you can't trade a tech level to someone else the same turn as buying it in a trade. There is no cost in BPs (and if the trade is successful then you may gain BPs).

As an option you may specify a tech level lower than your current tech level in the "number" box. In this case the empire taking the trade may only take technology up to the level indicated. The TRADE action takes one of the following formats:-

TRADE [WHICH TECH] [WHICH EMPIRE] [NOT USED]	unlimited tech trade
TRADE [WHICH TECH] [WHICH EMPIRE] [LEVEL]	trade tech up to level

7.7 RESEARCH Each turn (including the startup turn) you get one free tech level from research (after your actions are processed). The tech level you get is chosen by chance in proportion to the tech levels you've already got.

8 WINNING & LOSING

8.1 ELIMINATION An empire is considered to have been eliminated if it has either no systems or no income and no build points. Note that this means it is possible to be eliminated in positions where you might otherwise be able to recover.

8.2 VICTORY POINTS Every three to five turns there is a census turn, at the end of which you score victory points (VPs) equal to the total industry plus the cultural level of your empire (see 7.1). Census turns are not indicated in advance, and are selected at random (the first will be turn two, three, four or five, and subsequent census turns will be two, three or four turns after the last).

Each time an empire loses a system there is a VP penalty equal to the number of population and colony ships lost.

8.3 VICTORY CONDITIONS To win a game of Star Chase you must achieve one of the three victory conditions listed below. The game ends on the NEXT census turn AFTER one of these is achieved if ANY of the victory conditions is met on THAT turn (it doesn't have to be the same victory condition, or the same player). If no win condition applies then the game continues. A warning is given in the game report when a possible win has been achieved (so you get warning that the game end is approaching, and a few turns to do something about it).

RUNAWAY WIN You have the highest total of victory points, and your total is at least double the next highest.

KNOCKOUT WIN You have the highest total of victory points, and your total is at least 40% of the total victory points of all the surviving players.

POINTS WIN You have the highest total of victory points, and your total is greater than a target set at the start of the game, normally the maximum total population that will fit on the map (which varies from game to game).

Note: Don't rely on the warning system to be sufficient to stop someone winning. By the time the klaxons sound, it might well be too late. Try to get an idea of how the game is going, and see if anyone has a much bigger empire, fleet or economy than everyone else.

8.4 PRIZE DISCOUNTS Winners and survivors (players who are still active and have turns in credit at the end of the game) receive a discount for future games of Star Chase in the form of bonus turns which may be claimed each and every time a player buys ten or more turn credits (in a single payment).

A player that achieves a runaway win or knockout win receives a discount of three turns (ie. each time that player pays for ten turns, he/she is actually credited with thirteen turns). A player that achieves a points win receives a discount of two turns. A player that survives to the end of the game in a points win receives a discount of one turn. Discounts may be accumulated, up to a total of ten (ie. turns become half price).

Dropouts forfeit all accumulated discounts, including those in other games already in progress (resignations may or may not forfeit discounts, at the discretion of the GM).

Discounts available to be carried forward (along with any left over credits) are listed in the end game report. It is your responsibility to ensure that your discount is kept up to date, and to inform the GM of your current discount when you join a new game (it is simple for a GM to check on a discount when you claim it, but would be very time consuming to check on possible discounts by routine).

9 QUICK REFERENCE

9.1 TECH COSTS

Note: There is no maximum permitted level in any of these technologies except probe tech, although some technologies have limited use above certain levels. You are limited only by the number of BPs you can afford to spend.

Tech Level	Normal Cost	Trade Cost
1	1 BP	1 BP
2	4 BPs	2 BPs
3	9 BPs	4 BPs
4	16 BPs	8 BPs
5	25 BPs	12 BPs
6	36 BPs	18 BPs
7	49 BPs	24 BPs
8	64 BPs	32 BPs
9	81 BPs	40 BPs
10	100 BPs	50 BPs

Tech Level	Normal Cost	Trade Cost
11	121 BPs	60 BPs
12	144 BPs	72 BPs
13	169 BPs	84 BPs
14	196 BPs	98 BPs
15	225 BPs	112 BPs
16	256 BPs	128 BPs
17	289 BPs	144 BPs
18	324 BPs	162 BPs
19	361 BPs	180 BPs
20	400 BPs	200 BPs

9.2 TECH LEVEL CODES & NAMES

AT	=	Agricultural Tech (planetary income)
BL	=	Birth Labs (population growth)
BP	=	BP Income Tech (extra BPs in income each turn)
BT	=	Bomb Tech (planet & link busters)
CL	=	Cultural Level (VPs)
DT	=	Defence Tech (planetary defence)
ET	=	Expo Tech (exploration bonus)
FT	=	Fighter Tech (fighter movement)
HT	=	Hyper Tech (hyperspace construction)
IT	=	Industrial Tech (space income)
JT	=	Jump Tech (deep space movement)
LS	=	Life Support (population at black dwarfs)
MC	=	Marines Capacity (reduces losses in planetary attacks)
PT	=	Probe Tech (probes and actions, limit of nine)
RS	=	Reserve Tech (extra cruisers in reserve actions)
RT	=	Recovery Tech (recovering cruisers lost in space)
ST	=	Supply Tech (reduces supply costs)
TR	=	Treasury Tech (extra BPs in treasury each turn)
WT	=	Weapons Tech (firepower of ships)

9.3 TABLE OF ACTIONS

Action Name	Rules	BP Cost	Where From	Where To	Number/Amount
AMBUSH	4.2	none	Where	Where Against	not used
ASSAULT	4.3	2	Where From	Where To	Number of Cruisers
BASE	6.13	none	Where	not used	not used
BOMBARD	4.7	2	Where From	Where To	not used
BUILD	6.2	5 x num	Where	not used	Number of Levels
BUSTER	6.15	none	Where From	Where To	not used
CASH	6.11	none	not used	not used	Number of BPs
COLONISE	6.5	2	Where	not used	not used
DEEP	4.4	varies	Where From	Where To	Number of Cruisers
DEFEND	4.2	none	Where	not used	not used
DISTSQ	3.13	none	Where From	Where To	not used
FIND	5.3	none	Where	Whose Probe	not used
FIND	5.3	none	not used	Whose Probe	not used
FIND	5.3	none	Where	not used	not used
GIFT	6.9	1 x num	not used	Who To	Number of BPs
GROW	6.3	varies	Where	not used	not used
HOME	6.14	none	Where	not used	not used
KILL	5.4	none	Where	Whose Probe	not used
LAYUP	4.9	2 x num	Where	not used	Number of Cruisers
LINK	6.7	varies	Where From	Where To	not used
MOVE	4.1	1	Where From	Where To	Number of Cruisers
MOVEF	4.5	1	Where From	Where To	Number of Fighters
MOVECOL	4.8	2	Where From	Where To	Num of Colony Ships
NEWCOL	6.1	20 each	Where	not used	Num of Colony Ships
NEWCRS	6.1	10 each	Where	not used	Number of Cruisers
NEWFTR	6.1	3 x num	Where	not used	Number of Fighters
ORDER	6.8	1 x num	not used	not used	Number of BPs
RECOVER	4.11	1 x num	not used	not used	Number of Cruisers
RESERVE	4.10	1 x num	Where	not used	Number of Cruisers
RETREAT	4.2	none	Where From	Where To	not used
SCRAPC	6.6	1 x num	Where	not used	Number of Cruisers
SCRAPF	6.6	1 x num	Where	not used	Number of Fighters
SEND	4.12	1	Where From	Where To	Number of Cruisers
STASH	6.10	3 x num	not used	not used	Number of BPs
TAX	6.12	none	not used	not used	not used

Note : Where an action has more than one format then each format is listed separately.