

OBJECT OF THE GAME:

- Control enough territories and planets to score an instant victory as shown on the census track, OR
 - Control the only leader on the board, OR
 - Control the most territories at game end, OR
 - Convince everyone else to surrender
- Check for victory during the **Census Step**

SETUP:

- Place each planet marker **sun side up** on the SSD space zone matching their abbreviation
- Each Player chooses a faction colour and leader
- Deal each player 6 territory cards
- Each player passes one card to the left
- Players may declare mulligans

Starting Units (18)

1 Leader	8 Troopers	1 Transport
2 Factories	2 Gennies	4 Fighters

Place Starting Units

- Each player puts control markers on zones matching their territory cards, then discards those cards
- Deal turn cards randomly to each player
- Each player in turn places 3 units onto zones with their control marker on it
- No zone may contain more than 6 units during setup (later there is no limit)
- Continue for 6 turns until all units have been placed
- Each player is dealt a starting hand of territory cards equal to seven minus the number of players

4 Turn Phases:

1. Production

2. Movement

3. Combat

4. Status

PHASE 1 - Production

a) Ready Factories

Players may activate or disable any of their factories in territorial zones they wish, as long as the active factories do not exceed the following limits:

- No more than one factory per zone
- No more factories on a planet than the planet limit

b) Bid for Turn Order

Players may bid any number between 0 and the number of active factories they have. The number they bid is the number of their active factories which produce nothing. Make bids secretly and reveal them at the same time.

- Highest bid chooses a turn card first (break ties with die rolls), then next highest bid chooses, etc.
- After all those who bid 1 or more have chosen cards, those who bid 0 are dealt random cards

c) Factory Production

Each player chooses which factories are "used up" by their bid. The remaining factories may each build units. Each Factory may build **one** of the following:

2 Troopers	1 Fighter
1 Gennie	1 Transport

These units are placed in the zone with the building factory.

A factory may also build 1/2 of one of these large units:

Battler	Place with factory or in adjacent orbit
Factory	Place with factory or in adjacent territory
Killer Sattelite	Place in adjacent near orbit zone

Building 1/2 of a unit means that an "in production" unit is placed on the board, or that an "in production" unit already on the board is completed. Units may not be built in a zone containing enemy units.

Factory Collaboration

Two factories may work together to produce a large unit in one turn. Both factories must be adjacent to the zone the unit is being built in, or the unit must be built with one of the factories while the other factory is adjacent to that. Neighbouring asteroids are considered adjacent for this purpose.

d) Count Resources

Each player counts the number of space objects they control. Then add the bonus value of any planets they control, and add 2 if their leader is in play. Subtract 2 for each active factory they have. If the result is positive, go to the Black Market step, otherwise skip that step.

e) Black Market

One unit at a time, each player may buy units. 2 resources can buy a fighter, a transport, 1/2 of a factory, or 1/2 of a battler; 1 point can be used to buy 1 trooper. When buying a unit, a *corruption roll* must be made:

- For troopers the required roll is *N or less*
- For other units the required roll is *less than N*

N is equal to the number of factions (colours) in the game. Normally this is the number of players.

If the roll is failed the points spent are lost and no unit is gained. If the roll succeeds they may place the unit in any territorial or orbit zone where they have units. They may not place black market units on the SSD.

No Factory Bonus

If a player has no factories in play, the first corruption roll he makes in a turn always succeeds.

f) Ardala Step

Ardala may use her power in this step.

First Turn Deactivation : On the first turn only, players may disable any of their factories in the Ardala step.

PHASE 2 - Movement

- Each player moves in turn order
- Move any number of units up to their move rate
- Any zone may hold any number of units

Move Rates

Ground Units: 1
Ships: 4

Ground units may only move from one territory to another. Ships may move through space zones and territories.

Planet Markers on the SSD are deemed adjacent to the planet's far orbit zone. Ships may move from far orbit to the planet marker for 1 movement point. Ships may move from the planet marker to its far orbit zone for free.

Ships moving on the SSD move along lines that connect the dots. Moving along a line the moving ship travelled along immediately before costs an extra movement point.

THE SLINGSHOT EFFECT

Ships moving over the sun or a planet may attempt to make a slingshot maneuver to increase their speed. They must move from a space other than the planet or sun being used.

When ships make a slingshot, they must make a roll to see if they survive the maneuver. The player may roll

for ships individually, in groups, or all at once. Ships that succeed gain the movement bonus; ships that fail are destroyed.

If any ships try to slingshot around the same object more than once, they receive a +1

penalty to their die roll for each time they have used that object for slingshots perviously this turn.

Zone	Bonus	Roll Required
Planet	+ 2	9 or less
Sun	+ 4	7 or less

PASS-THROUGH FIRE

Moving units may enter spaces containing enemy units freely, but if they attempt to leave a zone with enemy units the enemy may choose to fire on the moving player's units. If he doesn't, the moving units pass freely. If he does, resolve a single round of combat immediately - any units of the moving player's that successfully retreat may to continue moving.

PLAY CARDS

At both the beginning and the end of the movement phase, players may play cards from their hands if they have units in those zones. If the zone is on a planet they place 2 troopers there; if the zone is a space object they place 1 fighter there.

PHASE 3 - Combat

- Resolve combats starting at the orbit of Mercury and woking outward
- Resolve combats on the SSD first, then in the Far and Near Orbit zones, and last in territorial zones
- Once orbital battles are resolved, battlers may bomb
- Resolve the smaller battles on a planet first

Mark the combat zone with the Battle Chit. Then players move their units to their battle board and combat begins.

COMBAT SEQUENCE: Combat is divided into rounds. Each round consists of the following steps. Repeat these steps until only one player's units remain:

a) Maneuver Step

Players deploy their units on the battle board. Only gennies, troopers, and fighters can be placed in the commando column. Only units that can retreat may be placed in the retreat column.

b) First strike Step (*first combat round only*)

Units with Killer Kane in the fighting space may fire. Remove units that are hit. Then any eligible gennies or killer sattelites may make their first strike attack.

c) Fire Step

Any units in the fighting space that have not already fired in the first strike step may fire at units in the enemy battle line, or at friendly factories.

d) Holding Step

All battlers and killer sattelites in the holding space may fire at units in the enemy battle line.

e) Commando Step

All units in the commando space may fire at units in the enemy battle or reserve lines, or friendly factories at +2. Withdrawing units are -2 to be hit per retreating unit.

f) Demolitions Step

All units in the Demolitions space may fire on friendly factories at +4 to hit.

g) Retreat Step

All units in the retreat column may now retreat.

FIRING: During each step, players (starting with the player with the most units) make attacks with their units (the controlling player may choose not to fire).

- Choose an eligible unit to attack with
- Choose an eligible target
- Find the hit number needed on the CRT
- Roll 1d10; If the result is equal to or greater than the hit number the enemy unit is hit.

Continue this process until all eligible units have had the chance to fire *including* units that were hit this step. Then remove all hit units and go to the next step.

Unloading Penalty: If ground units have been unloaded in an enemy zone this turn, during the first combat round those ground units in excess of other friendly units (not including transports) get a -1 to hit and enemy units get a +1 to hit them.

VICTORY: The winning player captures any surviving enemy factories and places a Control Marker in the territory (not in space).

PHASE 4 - Status

a) Census Step

Each player counts the number of territories he controls and places a control marker on the corresponding space on the census track. Players now check to see if victory conditions are met by any players; they are marked on the census track. If any player has won, the game is over. If at game end there is a tie, play another turn.

b) Place Leaders

Any leaders currently on their leader cards are placed on the board anywhere that player has units. Then, leaders that were killed in the previous combat phase are placed on their turn cards to indicate that they spend the next round out of play.

c) Draw Cards

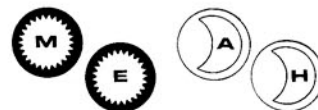
Any players that conquered any enemy territories in the previous combat phase may draw 1 territory card. They may also discard any 2 cards to draw 1 card. Players can not keep more than 5 cards in their hand; the remainder are discarded at the end of the step.

d) Scuttle Units

Players may remove any of their own units from the board. If they scuttle their leader, place the leader on their leader card.

e) Orbit Step

Move each planet marker on the SSD forward and then flip the marker to indicate that it has moved. Units do not move along with the planet markers.



UNIT TYPES

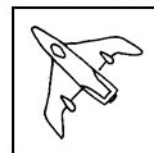
Control Markers

Control Markers are used to indicate ownership of a territory in the absence of other units, and represent local militia and constabulary. They fight very poorly. Whenever your units leave a space empty, put a control marker there. When your units enter a space with a control marker, remove it. **Move:** None. Control Markers can't leave a zone. **Deploy:** In the fighting space, but only if no other friendly units are present.



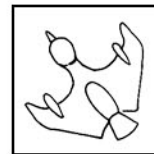
Fighters

Move: 4 zones
Deploy: Anywhere



Battlers

Move: 4 zones
Deploy: Never in the Commando column.



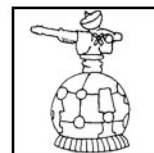
Landing: Battlers in territorial zones fight as if they are transports.

Point Defense: Battlers in the fighting space may fire twice at -3 to hit instead of their normal attack.

Bombing: Battlers in orbit may bomb the surface once after orbital combat is resolved. Gennies, Troopers, Control Markers, and Factories are all hit on a 7.

Killer Sattelites

Move: None
Deploy: Fighting column only.

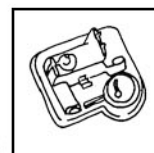


Killer Sattelites may only fire or be built if the controlling player controls the entire surface of the planet where the Killer Sattelite is being built. If another player gains control of the entire planet, he gets control of any Killer Sattelites in orbit.

First Strike: In the first round of combat, Killer Sattelites may fire in the first strike phase. They get to fire a total number of times equal to the number of enemy ships or the number of Killer Sattelites times 4, whichever is less.

Factories

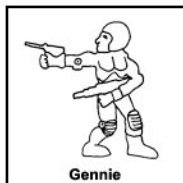
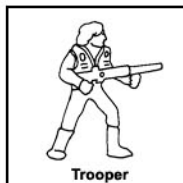
Move: None (except via transport)
Deploy: Fighting column or Withdrawing space only.



Combat: Factories cannot fire but can be hit as if they are gennies. It takes two hits to kill a factory; the first causes an "in production" marker to be placed on it, and the second kills it. If a factory is in the fighting space on the battle board, all ground units in the fighting space are -1 to be hit. Factories are captured at the end of combat.

Troopers

Move: 1 territory
Deploy: Anywhere



Gennies

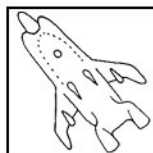
Move: 1 territory
Deploy: Anywhere

First Strike: Gennies in the Fighting space may fire in the First Strike Step instead of the Fire Step as long as they target only enemy troopers or control markers.

Spaceborne Landing: Gennies may make a spaceborne landing from a transport in orbit to an adjacent territorial zone instead of unloading normally.

Transports

Move: 4 zones
Deploy: Never in the Commando column.



Carrying Capacity: 5 ground units or 1 complete disabled factory. A transport may load and unload units any number of times during a turn as long as it does not violate its carrying capacity. No unit may be carried more than once per turn. When a transport ends its move in a territory all units automatically unload.

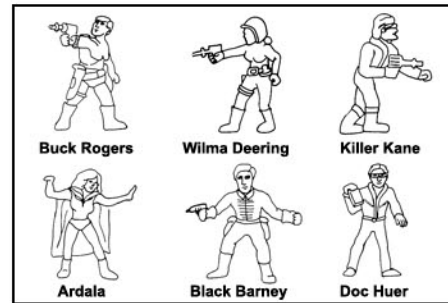
Ground units board and unload from transports instead of their normal move. They may not move before boarding or after unloading.

LEADERS

Leaders are a special unit type; each faction has one. Leaders move like fighters. A leader may never end his turn in a zone containing enemy units unless accompanied by friendly combat units.

Defeating Leaders: Leaders are not killed in the normal way. Instead, any time a leader is in a zone that contains enemy units and no friendly combat units, the leader is defeated. Defeated leaders are removed from the board but will return to the board after one full turn.

Leaders are never killed by the slingshot effect. They travel along with any ships that survive. If no ships



survive, the leader remains but gains no bonus from the slingshot effect. Likewise, if a leader travelling alone fails a slingshot roll, he gets no bonus from the effect.

LEADER ABILITIES

Ardala

During the Ardala step, Ardala may steal from an adjacent zone, either 2 troopers, 1 fighter, or 1 enemy transport, or an enemy leader.

Note: If an enemy leader is stolen, it is removed from the board and is returned to the controlling player in the next Ardala step. The controlling player may place it anywhere on the board he has units. Ardala may only steal any particular leader once per game.

Black Barney

When Black Barney wins a battle, any killed enemy ships are captured instead. Black Barney gets -2 to all corruption rolls.

Buck Rogers

Fighters with Buck Rogers get +2 to hit. Enemy units firing at fighters with Buck Rogers get -1 to hit.

Doc Huer

Ships with Doc Huer get -1 to all slingshot rolls and either +2 to movement or a movement equal to the higher of 2d10. When activating factories, Doc Huer can upgrade one trooper to a gennie.

Note: The upgrade ability can only be used if Doc Huer, the target trooper, and an active factory are all present in the same zone.

Killer Kane

Units in the fighting space with Killer Kane may fire in the First Strike step instead of the Fire Step during the first round of combat.

Note: Killer Kane can only use his ability once per game turn. If he has used it during pass-through fire he may not use it during regular combat.

Wilma Deering

Ships with Wilma Deering may retreat at the start of a combat round, and are immune to pass-through fire and killer satellite first strikes. Transports with Wilma are -2 to be hit.

OPTIONAL LEADERS

If optional leaders are played with, use the unused figurines from the original six leaders to represent them.

Buddy Wade

Units with Buddy Wade in the commando space are -1 to be hit for the first combat round, may fire during the Fire Step, and may retreat during the Retreat Step.

King Grallo

When King Grallo is in a battle, the first enemy hit against you is ignored. All troopers and gennies with King Grallo get +1 to hit.

Prince Tallen

When Prince Tallen is in a battle he fights as if he is a gennie. Prince Tallen controls the Saturn Factory at the start of the game.

Admiral Vaar

Admiral Vaar fights and functions as if he is a battler. Battlers with Admiral Vaar (including himself) get +1 to hit, -1 to be hit, and may carry one gennie each.

Note: Battlers need to land in order to pick up gennies.

Baroness Callisto

At the end of the movement phase, Baroness Callisto may fire a death ray at any one unit in the same or an adjacent zone. Battlers, Factories, and Killer Sattelites are hit on a 4; any other unit is automatically killed.

Jocasta

Jocasta fights and functions like a transport. Any factories with Jocasta may build 2 transports per turn, and can be activated (to build units or bid for turn order) even if they are aboard transports in space.

Note: Factories aboard transports may not build troopers, gennies, or factories unless there is a transport present that has space to hold them.

Jocasta is best used in 6 (or more) player games.

Tythonus Bloch

If Tythonus Bloch is with a factory during the Build Phase, that factory may build twice.

OPTIONAL LEADERS (continued)

Xenotron-1000

Your Factories can build 3 Troopers per turn, and your troopers occupy half the normal space on transports. Your troopers in different zones than Xenotron-1000 get -1 to hit and +1 to be hit.

Note: If Xenotron-1000 dies, he returns to the game as Xenotron-2000:

Xenotron-2000

Xenotron-2000 has the powers of Xenotron-1000, and also gains a free trooper in his territorial zone during each factory production step.

Note: If Xenotron-2000 dies, he returns to the game as Xenotron-3000:

Xenotron-3000

Xenotron-3000 has the powers of Xenotron-2000, and in the demolitions step, troopers with Xenotron-3000 may 'self destruct', each firing once at enemy ground units at +4 to hit, and then dying.

Note: Xenotron and death

When Xenotron is dead, his factories no longer gain any bonuses, but his troopers still get their combat penalty

and transport ability.

If Xenotron commits suicide either by moving to an enemy zone by himself or by scuttling himself, the Xenotron player gains no production next turn.

Zerea Takan

When Zerea Takan wins a battle, she draws an extra card and gains a bonus for turn order bidding. Enemy leaders killed by Zerea are out of play for an extra turn.

Note: If Zerea spends the bonus token, she gains +1 to her turn bid and wins ties. She may never have more than one bonus token.

"Fights as an X"

Prince Tallen, Admiral Vaar, and Jocasta all function as units during combat. They can be targeted like other units, but they are only killed if they take a hit AND they are in a space with enemy units and no friendly combat units. When they are hit, they are moved to the reserve line and cannot fire for the rest of the combat.

If they are carrying other units while hit, those carried units are killed.

THE SATURN FACTORY

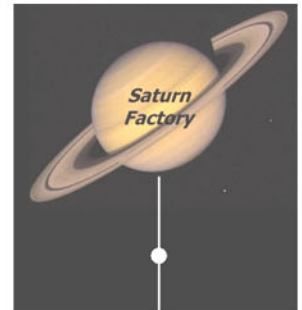
The Saturn Factory is only used if Prince Tallen is in the game. It is an extra part of the board that connects to the SSD at the starting position of Ceres. The Saturn Factory starts with a fighter and a transport there.

The Saturn Factory is a territorial zone but does not count towards the number of territories needed to win. There is no adjacent orbit zone. The lines connecting the Saturn Factory to the SSD require a ship to move it's full move in order to move one space along the line. If a ship has moved at all during a turn it may not move along the line leading to the Saturn Factory.

Prince Tallen can build units there as if there is a "built in" factory there (no factory figurine need be placed

there). This built-in factory can never be moved.

Additional factories may be built there and any number of factories may be active at the Saturn Factory zone. If Prince Tallen is off the board, the Prince Tallen player cannot use the factories there. If another player conquers the Saturn Factory, the "built-in" factory is considered destroyed; they do not gain the ability to use the factories there, though they may ship any captured factories away via transport.



GAME LENGTH OPTIONS

For a longer game players can use one of these options:

Countdown

In a countdown game, a winner is not automatically declared in turn 9. At the start of the game, place the "victory chit" on the space on the census track that is eight points higher than the victory requirement for the starting number of players. Any census phase where a player has as many territories as the space the victory chit is on, and as many complete planets as the *next lowest* regular victory condition, he wins. During the orbit step, move the victory chit to the next lower

number. Continue playing until a winner is declared.

Super Countdown

As in a countdown game, but the victory chit starts the game on the "28" space of the census track.

Ultimate Countdown

Like super countdown above, but start with a victory requirement of 34. Start the victory chit on the "start" (6) space, and use the +28 marker to indicate that the current victory requirement is the value of the current space plus 28.

NUMBER OF PLAYERS

The game is designed for 4-6 players, but can be played with less or more players.

2 or 3 Players

- Roll to see who goes first; each player in turn chooses 1 leader. They are dealt a second leader randomly from the remainder (and a third for a three player game). Each player gets 2 faction colours for a three player game and 3 for a two player game.
- Deal each player 9 territory cards (for a three player game) or 12 cards (for a two player game) instead of 6. They must divide up their starting territories as they choose between their different faction colours.
- Starting units *per faction colour* are the same. Each player in turn must play 3 units of one faction at a time until all units have been placed. There is no limit to the number of units allowed in one territory.
- Each colour is played by the player as a separate faction; they bid for turn order and move separately. Units of different colours belonging to the same player are allowed to coexist in the same space without fighting.
- The hand of territory cards is shared between all the factions a player controls. He may draw a card during the draw phase for *each* faction of his that conquered a territory that turn.

4 Players - Optional Setup

This setup prevents the board from simply being divided up evenly amongst the players at the start of the game.

- Choose a planetary display randomly (not counting the asteroids). This planet will be occupied by a neutral faction. Take the cards for that planetary display out of the deck before dealing cards out to each player for starting positions.

- Draw one of the cards from that planetary display randomly. Place 2 gennies and a factory of the neutral colour in that zone.
- Other zones on the planetary display start the game with only neutral control markers.
- Each build phase the neutral faction will build 2 troopers at the zone with the factory, 1 trooper at every other zone it controls on the planet's surface, and 1 fighter at each space object it controls. Once a player captures the factory, the neutral faction no longer gets any new units during the build phase.
- The neutral units will never move.
- If combat with the neutral player occurs, the player who has the least territorial zones chooses how the neutral player fights. Neutral units cannot retreat, however, nor can they hold their fire.

7 or 8 Players

Seven or eight player games are possible if more than one set of the game is owned as long as the optional leaders are used. Pieces would have to be painted to reflect new colours (grey and either dark blue or black would be recommended), and new control markers would have to be made.

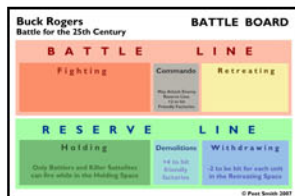
- For a seven player game, each player starts with 1 leader, 2 factories, 6 troopers, 2 gennies, 3 fighters, and 1 transport. They are dealt 5 territory cards for starting locations and 1 card for their starting hand.
- For an eight player game, each player starts with 1 leader, 2 factories, 5 troopers, 1 gennie, 2 fighters, and 1 transport. They are dealt 4 territory cards for starting locations and 1 card for their starting hand.

Victory conditions are the same as for a six player game. All normal game rules are used.

GLOSSARY

Automatic Hits: In combat, a roll of 10 always hits. A roll of 1 always misses.

Battle Board: The board on which units are laid out during combat. The Battle Board is divided into six spaces. What units are allowed to do and who they may fire on is determined by the space they are in on the battle board.



Battle Line: The battle line is the top row of the battle board. The battle line represents units which are exposed to attack by the enemy.

Bomb: Battlers may attack units on a planet while they are in orbit by bombing them. This takes place right after orbital combat is resolved, if any.

Census Track: The number of territories each player controls is tracked with the census track. The required number of territories and planets needed to score an instant victory is marked on the census track.

Buck Rogers Battle for the 25th Century							CENSUS TRACK						
1	2	3	4	5	6	7	8	9	10	11	12	13	14
15	16	17	18	19	20	21	22	23	24	25	26	27	28

Chips: Chips are used to represent additional units to conserve space. A white chip represents one unit, and a red chip represents five.

Commando Column: The commando column is the middle column of the Battle Board and represents units making special attacks. Only gennies, troopers, and fighters may be deployed in the commando column.

GLOSSARY (continued)

Commando Space: The commando space is the top space in the commando column. Units here may fire on units in the enemy reserve line during the commando step, or on friendly factories in the zone at +2 to hit.

CRT: Short for Combat Results Table: the table that shows the numbers needed for units to hit other units in combat. To determine the number needed to hit, find the attacking unit in the left hand column, and read across to the column corresponding to the unit being fired on. A CRT is on the back of each turn card.

Defenseless Units: In combat, if a unit is killed in a step where it is ineligible to return fire, it is removed immediately. Factories that are killed no longer provide factory defense, and units in the retreating space no longer provide

Demolitions Space: The demolitions space is the bottom space in the commando column. Units here may only fire on friendly factories, but receive a +4 to do so. They fire during the commando step.

Disabled Factories: A factory that is disabled may not build units, but may be loaded onto a transport and be moved. Players may disable factories deliberately in the Ready Factories step; factories are also disabled if they exceed Planet Limits. A factory is always disabled when it is first built.

Factory Defense: If a factory is in the Fighting space (including "in production" factories), any ground units in the Fighting space are -1 to be hit. Once all the factories present have received enough hits to be destroyed this bonus is no longer granted, even if the factories have not been removed from the board yet. If the factory is alone in the fighting space, it is captured immediately.

Fighting Column: The fighting column is the main area of the battle board and units which are staying in the zone and fighting are placed there.

Fighting Space: The fighting space is the top space in the fighting column and units in the fighting column may fire during the fire step.

First Turn Deactivation: On the first turn of the game, factories that build are disabled afterward to allow them to move.

Ground Unit: Troopers, Gennies, and Control Markers are all considered ground units. Only Troopers and Gennies may board transports.

Holding Space: The holding space is the bottom space of the fighting column. Units in the holding space may not fire unless they possess long range cannons, but are protected from enemy fire by units in the battle line.

Instant Victory: Before the game ends, a player can score an instant victory in the census step by controlling the required number of territories, including the required number of entire planets, depending on how many players are in the game:

- 6 Players: 15 territories and 2 planets
- 5 Players: 17 territories and 2 planets
- 4 Players: 19 territories and 3 planets
- 3 Players: 22 territories and 3 planets
- 2 Players: 28 territories and 4 planets

Large Unit: A large unit is a unit that takes 2 turns for a factory to build: Battlers, Killer Sattelites, and Factories.

Mulligan: If among their starting territory cards a player has no more than three territories on the Earth/Moon display and no more than one territory on any other planet display (not counting asteroids) they may declare a "mulligan" if they choose. Each player who declares a mulligan draws six new cards. If there are not enough remaining cards then shuffle the whole deck and redeal.

Orbit Zone: Each planet or space object is surrounded by orbit zones. The orbit zone closest to the planet or asteroid is the Near Orbit Zone. Planets also have a Far Orbit Zone outside of that (asteroids do not).

Planet: Mercury, Venus, Earth, Luna, and Mars all count as planets. When checking for instant victory, controlling all the asteroids counts as an entire planet as well.

Planet Bonus or Limit: The Planet Bonus is the amount of resources that controlling an entire planet gives you. The Planet Limit is the maximum number of factories that are allowed to operate on a planet. These two numbers happen to be the same:

<i>Mercury: 2</i>	<i>Earth: 5</i>	<i>Mars: 3</i>
<i>Venus: 4</i>	<i>Luna: 2</i>	

Planetary Display: A part of the board that includes a near and far orbit zone, and one or more planetary bodies or space objects.

Reserve Line: The bottom row of the battle board. Units in the reserve line are protected by those in the battle line and can only be attacked when there are no units in the battle line, or by commando units, but they cannot normally fire on the enemy.

Retreat: Units may retreat from battle if they survive for a combat round in the retreating column. Units may only retreat to a zone with no enemy units. If there are no zones to retreat to from a battle, units may not be placed in the retreat column. This does not apply to pass-through fire.

GLOSSARY (continued)

Retreating Column: The retreating column is the right-hand column on the battle board. Units in the retreating column are able to retreat at the end of the combat round.

Retreating Space: The top space in the retreating column. Units in the retreating space retreat at the end of the round. They are vulnerable to enemy fire but protect units in the withdrawing space.

Ship: Fighters, Battlers, and Transports are all considered ships. Killer Sattelites are also ships but they may not move.

SSD: Short for "Solar System Display," the part of the board that shows the relative position of planets and that ships must move on to go from one planet to another.

Space Elevator: Even though the Space Elevator connects to the surface of Mars, it is considered a space object. The production point that the Space Elevator generates is in addition to the Mars bonus, and the factory limits for Mars do not include the Space Elevator.

You still need to control the Space Elevator to gain the Mars Bonus.

Space Object: Any territory which does not connect to any other territories, such as an asteroid or space station, is a space object.

Space Zone: Any zone which is not part of a planet or asteroid is a space zone. Only ships can travel in a space zone; other units must board transports to move through space zones.

Spaceborne Landing: Gennies can move from a ship in orbit to a planet. For pass-through fire in space they may not fire and are fired on as if they were fighters.

Targeting Transports: While the firing unit may choose which units it is firing on, it cannot tell what is *inside* any particular transport. Thus when a transport is hit, the controller of the transports (rather than the firing player) chooses which transport in the Battle Board space is hit.

Territory or Territorial Zone: Any zone which is either a space object or the surface of a planet.

Unloading Penalty: In the first round of combat, if you have more unloaded ground units in an enemy zone than you have units that arrived through other means (such as fighters, gennies making spaceborne landings, card play, or ground units marching in from an adjacent territory) - not counting transports - those ground units in excess of other friendly units get a -1 to hit and enemy units get a +1 to hit them. You must decide which of your units get this penalty during the maneuver step.

Withdrawing Space: The bottom space of the retreat column, units in the withdrawing space retreat at the end of the combat round. They are protected by units in the retreating space, even from commando attacks. Attacks against units in the withdrawing space get a -2 for every surviving unit in the retreating space. As soon as a unit in the retreating space receives a hit, it no longer provides the defensive bonus, even if it has not been removed from the battle board yet.

CREDITS

This material was written by Peet Smith in September of 2007, and updated in February and October of 2008.

I totally stole the layout for this file from Chris Conboy's "*Buck Rogers CJC Compressed Complete Rules*" available here:

<http://www.boardgamegeek.com/file/info/18764>

No offense, and thanks to Chris for posting it - it was part of the inspiration for making these rules.

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Thanks to Dennis "Cat" Avner, for the use of his image to represent King Gallo. You can see his website at <http://www.stalkingcat.net/>

Peet Smith's website can be seen at: <http://www.drpetrov.com/>

PDF version created by Scott Everts, November 2008.
