

Dark Nebula Play Summary

v. 1.0, Jan. 21, 2008

Setup:

- Shuffle all 8 maps. Players (Aslan begins) alternate drawing and placing the top map. Jump routes must line up. Map placement continues until the Dark Nebula and both home world maps have been placed.
- Neutral counters are placed face down and shuffled. Players (Solomani begins) alternate drawing and placing neutral units in any primary system, except those on the home world maps. More than one unit may be placed in a system. Players draw and place a number of neutral units equal to the total number of maps in play.
- Each player receives 40 RU for purchase of his initial forces. BBs may not be purchased without purchasing a B2, and B2s may not be purchased without purchasing a B1.
- Aslan player deploys first and moves first.

Victory:

- If a player controls the opponent's capital for 2 consecutive turns, he wins.
- If the Dark Nebula is the only jump route between the two home worlds, a player wins if he controls all planetary surface boxes in the Dark Nebula for 4 consecutive turns.
- If the home worlds have a connection other than the Dark Nebula, a player wins by controlling twice the number of planetary surface boxes as his opponent for 4 consecutive turns.

Turn Sequence (players alternate):

- Maintenance and Production Phase (no maintenance on 1st turn)
- First Movement Phase
- First Combat Phase:
 - Space Combat Subphase
 - Planetary Surface/Space Interaction Subphase
 - Surface Combat Subphase
- Opponent's Reaction Movement Phase
- Opponent's Reaction Combat Phase (as above)
- Second Movement Phase
- Second Combat Phase (as above)

Maintenance and Production:

- Receive income: 10RU (initial budget) + 4RU/primary system + 1RU/secondary system. (Must trace to home world without intervening enemy warships and player must have friendly forces on the planetary surface. If both sides have ground units, the planet is friendly to the defender.)
- Budget changes each time a player wins/loses a battle with both players having at least a cruiser or capital ship present. Winner: +1RU; loser: -½ RU (round up).
- Civilized maintenance (primary systems): Must pay RU equal to MN. Solomani pays ½ value for B2 ships.
- Frontier maintenance: Roll 1 die $\geq$ MN (-1 if not at a friendly system) for each ship. Failure disrupts the ship.
- Monitors may choose to use Civilized maintenance even outside a primary system.
- Place new units due to arrive at friendly connected primary/secondary systems.
- Spend RUs on new units. (Capital ships: 2 turns to build, others: 1).
- Pay for mercenary forces.

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Disruption Effects:

- Must roll $\geq$ MN to jump. Failure means ship may move no further.
- -1 DR when attacking, +1 to enemy space attacks, -1 to enemy planetary attacks.
- Disrupted ships may still carry cargoes.
- Disruption Recovery: Pay MN+1 in RU (Civilized), or DR > MN (Frontier).

Neutrals:

- Presence of neutral ships does not prevent a player from jumping through the system unless the neutrals in the system are allied with the enemy.
- When neutral forces are alone (w/o enemy forces), a player may try to persuade neutrals to ally.
- Players must keep a friendly (non-neutral) unit in the system to keep the alliance. Player may receive income from the allied system.
- Allied units may be hired as mercenaries. Hiring fee must be paid each turn.
- A friendly (non-neutral) unit must always accompany hired mercenaries. Allied units are destroyed if all friendly units are destroyed.

Movement:

- Unlimited number of jumps for 1st and 2nd player movement phases. Players must stop when entering a hex with an enemy warship.
- Reaction move: designate one stack and make up to 3 jumps to one or more locations.
- Tanker is required in a system without a planetary system.

Transport:

- Transports may carry one unit of any type. Capital ships may carry one infantry unit.
- Ships may not carry more than two distinct cargoes during a movement phase.
- In Reaction phase, starships may embark/disembark cargo, but not both.

Exploring the Dark Nebula:

- Explorer units must be among the first units to enter Dark Nebula (dashed) jump routes. Exploring fleet must stop after arriving at the end of the unexplored jump route. Once explored, a Dark Nebula route is treated as every other route.
- After two turns of a ground unit occupying a surface box, the player may roll on the exploration table. If a breakthrough is discovered, the player's forces must return to the home world before the type of breakthrough may be determined.

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Space Combat:

- Range determinations. Range for 1st combat round is automatically long. Both players make DR (+1 for player with fewer ships). Highest rolling player determines range for next round. On a tie, range remains the same, but changes on the following round.
- After range determination, a player may decide to break off combat. Ships that break off may not fire this round, but may leave the system if they survive. Ships must jump to a friendly system with no enemy ships 1 jump away, or failing this, to an empty system.
- Defender moves forward one ship; attacker matches it with one ship. Alternate until all of one player's ships are allocated. Extra ships may sit out or participate as desired. Ships fire individually; they do not add factors.
- Attacker, then defender declares fire options:
 - High Intensity Missile Fire: Missile factor is doubled to max of 12. Player may not use missiles for the remainder of the entire combat phase.
 - Short Range Missile Fire: Beams fire first, missiles fire at ½ factor (round down). May also declare Short Range fire as High Intensity.
 - Suicide Attack (beams): Unit being attacked gets first fire at *each* ship making a suicide attack. If attacker(s) survive, they attack at +1 DR.

Surface/Space Interaction:

- Bombard enemy units in planetary box. Allocate missile factors and resolve attacks. Bombardment can neutralize planetary defense but not worlds/outposts.
- Planetary defense: each non-neutralized world, outpost, or planetary defense may fire at *each* bombarding ship.
- Armor units may not be transported to the surface unless other friendly ground units occupy the surface box at the start of the player turn.

Surface Combat:

- Defender moves forward one ground unit; attacker matches it with one unit.
- Neutralized units may defend but not attack.
- Any defending unit without an attacker in the first round is screened from all further combat.
- Armor or regular troops get first fire against jump troops.
- Any attacks with mercenaries on both sides are resolved with +2 DR modification.
- Surface combat ends when one side is eliminated (excepting screened troops).