

INDEX of CHAPTERS

A	Chapter	Page
<i>Aegis</i> [close defense system]	23	1
Aircraft	28	1
Aerial combat	28	3
Aircraft roles	28	1
Aircraft types	28	1
Aircrew reaction to damage	28	4
Briefing	28	1
Combat air patrol	28	3
Hit/miss determination for bombs	28	4
Interceptive fire against aircraft	28	3
Movement	28	1
Movement and fire	28	2
Reverse and sideways movement	28	2
Turning ability of aircraft	28	2
Aircraft crashes	17	5
Altitude limits of infantry and ground vehicles	10	5
Ammunition supply	12	5
Anti-armor seeker warhead	18	6
Anti-armor tracker warhead	18	5
Anti-personnel seeker warhead	18	6
Anti-personnel tracker warhead	18	5
Anti-radiation seeker warhead	18	7
Anti-radiation tracker warhead	18	5
Antiaircraft fire misses	15	3
Armor class equivalents	29	2
Armor classes	16	1
Armor classes: assigning	16	2
Artillery: counter-battery fire (Optional rule)	20	3
Artillery: off-board artillery	20	2
Artillery: reduced artillery ranges (Optional rule)	20	4
Artillery weapons in direct fire mode	20	2
Assault landers [tactical notes]	35	2
Assault landings [movement]	10	7
Atmosphere	32	1
Attack factor [weapon characteristics]	12	1
Attack factors [melee weapons]	26	3
Attacking concealed targets	29	3
Attacking fortifications and buildings	29	2
Augmented detection system	11	2
<i>Aurora</i> [close defense system]	23	1
Automated weapons	25	1
Automatic weapons: hit/miss bonus	14	3
Automatic weapons: rate of fire	12	2
Autonomous weapons	25	2

B	Chapter	Page
Bailed vehicle crew members (Optional rule)	27	8
Battledrones	5	1
Battlefield objectives	34	5
Battlegroups	4	1
Battlegroups: creating battlegroups	34	1
Battlegroups: initial deployment	34	2
Battlegroups: retreats due to losses	27	7
Battlegroups: status sheets	27	4
Battlegroups: transferring forces	34	4
Battlenet	22	3
Battlenet datapad	22	3
Beam weapons: rate of fire	12	2
<i>Beehive</i> [close defense system]	23	1
Blast area - see Effect area [weapon characteristics]	12	3
Blast effects on troops [weapon characteristics]	12	4
Booby-trapped minefields	31	3
Broken [morale]	27	3

C	Chapter	Page
Camouflage (Optional rule)	11	5
Campaigns	34	1
Battlefield objectives	34	5
Briefing	34	1
Campaign sequence of play	34	2
Creating battlegroups	34	1
Determine if battles are to be fought	34	4
Fight battles	34	4
Initial deployment of battlegroups	34	2
Initiate moves	34	3
Plan and record moves	34	3
Reasons to fight (optional rule)	34	6
Reinforcements	34	5
Repairs	34	5
Replacements	34	4
Setting up a campaign	34	1
Supply	34	3
Transfer forces between battlegroups of the same nationality	34	4
Uncontrolled campaign events	34	5
Vehicle crew skills (Optional rule)	34	6
Cannibalization	17	6
Cautious [morale]	27	3
Chemical area procedure	19	2
Chemical attacks	19	2
Chemical weapons: types	19	2
Close defense systems	23	1
Briefing	23	1
Close defense systems as weapons	23	3
Employment	23	2

Types of systems	23	1
Cluster bombs	18	2
Cluster mines	31	2
Combat Actions	9	1
Briefing	9	1
Combat Actions	9	1
Detection and communications	9	1
Combat air patrol	28	3
Combat effects [hit/miss determination]	14	4
Combat engineers and buildings	29	4
Combined Arms Warfare	3	1
Combining suppressive fire with interceptive fire	13	2
Communications	22	1
Battlenet	22	3
Briefing	22	1
Communication attempts	22	4
Communication networks	22	1
Communicators and radios	22	4
Control and cohesion	22	1
Creating communication networks	22	2
Making contact	22	3
Natural (unenanced) communications	22	5
Concealment [tactical notes]	35	1
Control consoles	25	2
Convergence beams	12	6
Cost [weapon characteristics]	12	4
Costs	33	1
Briefing	33	1
Cost factors	33	1
Example of a cost determination	33	3
Mine costs	33	2
Morale costs	33	3
Procedures to factor weapon costs	33	2
Counter-communications	24	1
Counter-ECM	24	1
Counter-guidance	24	1
Counter-scanning	24	1
Counter-targeting	24	1
Counter-battery fire (Optional rule)	20	3
Crew-served weapon movement	10	1
Crews: weapon crews (Optional rule)	12	5

D	Chapter	Page
Damage evaluation	17	1
Aircraft crashes	17	5
Briefing	17	1
Cannibalization (Optional rule)	17	6
Damage control	17	3
Damage evaluation for small vehicles and crew-served weapons (Optional rule)	17	6
General guidelines for damage evaluation	17	1

Ground vehicle crashes	17	4
Repairbots (Optional rule)	17	5
Reporting damage and repairs	17	4
Vehicle and strongpoint damage evaluation	17	2
Vehicle and strongpoint systems	17	1
Wardrone damage evaluation	17	2
Weapon turret damage evaluation	17	3
Datapad	22	3
Declaring warhead type	18	1
Delay setting [warheads]	18	5
Destroying obstacles	30	1
Destruction [fortifications and buildings]	29	2
Detection	11	1
Briefing	11	1
Camouflage (Optional rule)	11	5
Detection enhancement systems	11	2
Detection enhancement system types	11	2
Detection procedure	11	1
Low technology (Optional rule)	11	3
Mine detection	11	4
Scanners (Optional rule)	11	3
Detection and communications	9	1
Detection effect [weapon characteristics]	12	4
Detection enhancement system types	11	2
Dismantling obstacles	30	1
Dissipation of gas clouds	19	3
Dissipation of smoke clouds	19	1
Duration of interceptive and suppressive fire	13	2

E	Chapter	Page
Effect area	12	3
Effect areas: troops caught in effect areas	15	3
Electronic Warfare	24	1
Activating ECM systems	24	3
Briefing	24	1
Counter-ECM attacks	24	3
ECM attacks	24	3
ECM system classes	24	2
ECM system costs	24	3
ECM system power	24	2
ECM system sizes	24	2
ECM system types	24	1
System capabilities	24	2
Eliminated [morale]	27	3
Elite troops	27	8
Enhanced detection system	11	3
Experience (Optional rule)	27	9
Entended detection system	11	3
Extended suppressive fire (Optional rule)	13	3

F	Chapter	Page
Fires (Optional rule)	29	6
Fireteam initiative (Optional rule)	8	3
Fortifications and Buildings	29	1
Armor class equivalents	29	2
Attacking concealed targets	29	3
Attacking fortifications and buildings	29	2
Briefing	29	1
Combat engineers and buildings	29	4
Creating a point system for building damage (Optional rule)	29	5
Destruction	29	2
Fires (Optional rule)	29	6
Fortification types	29	1
Representing building damage on the wargame table	29	5
Futuristic Combined Arms Warfare	3	1
Armored Vehicles	3	1
Artillery	3	3
Camouflage	3	3
Combined Arms Warfare	3	1
Dispersion	3	3
Electronic Countermeasures	3	4
Fortifications	3	3
Infantry	3	2
Typical sequence of actions in a battle	3	4

G	Chapter	Page
Game Scale	36	1
Comments	36	2
<i>LaserGrenadiers</i> standards	36	2
Movement	36	1
Size	36	1
Time	36	1
Weapon ranges	36	1
Global positioning systems	18	2
Gravity	32	1
Ground fire misses	15	1
Ground vehicle crashes	17	4
Ground vehicle movement	10	1
Guidance systems	18	3
Guided weapons: hit/miss bonus	14	3

H	Chapter	Page
Hand grenade deviation	15	2
<i>Hedgehog</i> [close defense system]	23	2
Hit Locations of Misses	15	1
Antiaircraft fire misses	15	2
Briefing	15	1
Ground fire misses	15	1
Hand grenade deviation	15	2

Restrictions on hit locations of misses	15	3
Troops caught in effect areas	15	3
Hit/Miss Determination	14	1
Briefing	14	1
Hit/miss determination	14	1
Hit/miss factors	14	2
Maximum chance to get a hit	14	1
Prioritizing targets	14	5
Sighting	14	2
Hit/miss determination for bombs	28	4

I	Chapter	Page
Impact setting [warheads]	18	5
Incapacitating agents	19	2
Indirect Fire and Artillery	20	1
Artillery weapons in direct fire mode	20	2
Briefing	20	1
Counter-battery fire (Optional rule)	20	3
Indirect fire while moving (Optional rule)	20	3
Off-board artillery	20	2
Random fall of shot procedure	20	1
Reduced artillery ranges (Optional rule)	20	4
Use of indirect fire	20	2
Indirect fire while moving	20	3
Infantry movement	10	1
Infantry weapon classification	12	2
Infantry weapon employment	12	3
Infantry unit morale	27	1
Initiative: determining initiative	8	1
Initiative: fireteam initiative (Optional rule)	8	3
Initiative: using the initiative	8	1
Interceptive and Suppressive Fire	13	1
Briefing	13	1
Combining interceptive and suppressive fire	13	2
Duration	13	2
Extended suppressive fire (Optional rule)	13	3
Interceptive fire	13	1
Suppressive fire	13	2
Interceptive fire: against aircraft	28	3
Interceptive fire: and morale	27	6
Introduction	2	1

J	Chapter	Page
Jammer shells (Optional rule)	18	6

L	Chapter	Page
Laser designation	18	4
<i>LaserGrenadiers</i> standards	36	2
Leaders (Optional rule)	27	7

Leaving the board	10	7
Lethal agents	19	2
Levy troops	27	9
Low technology (Optional rule)	11	3

M	Chapter	Page
Markers: smoke area	19	1
Marking infantry morale checks	27	4
Marking moved pieces	8	2
Marking spotted pieces	21	1
Marking vehicle morale checks (including warbots and wardrones)	27	5
Maximum chance to get a hit	14	1
<i>Medusa</i> [close defense system]	23	2
Melee Combat	26	1
Briefing	26	1
Melee combat	26	1
Melee combat example	26	1
Melee procedure	26	1
Melee weapon attack factors	26	3
Melee weapons	26	2
Morale in melee combat	26	2
Military Technology and Terminology	5	1
Mine costs	33	2
Mine detection	11	4
Minefields	31	1
Booby-trapped minefields	31	3
Briefing	31	1
Establishing minefields	31	1
Mine clearing	31	2
Remotely-controlled minefields	31	3
Special types of mines	31	2
Mini-rocket launchers	18	2
Misses: hit locations of misses	15	1
Missile racks	12	5
Models and Miniatures	37	1
15mm	37	5
Armored vehicles	37	1
Battledrones and wardrones	37	1
Briefing	37	1
Buildings	37	4
Infantry	37	2
Vegetation	37	4
Morale	27	1
Bailed vehicle crew members (Optional rule)	27	8
Battlegroup retreats due to losses	27	7
Battlegroup status sheets	27	4
Briefing	27	1
Experience (Optional rule)	27	9
Infantry unit morale	27	1
Leaders (Optional rule)	27	7

Marking infantry morale checks	27	4
Marking vehicle morale checks (including warbots and wardrones)	27	5
Morale and interceptive fire	27	6
Morale classes (Optional rule)	27	8
Morale Determinations Table	27	10
Morale process	27	2
Morale results	27	3
Morale Results Table	27	11
Morale tables	27	2
Psychological effects (Optional rule)	27	9
Successful morale checks	27	3
Unsuccessful morale checks	27	3
Vehicle and strongpoint explosive destruction	27	6
Vehicle and strongpoint morale	27	2
Vehicle crew survival and morale	27	6
Warbot and wardrone morale	27	1
Morale costs	33	3
Morale in melee combat	26	2
Morale officers	27	8
Movement	10	1
Altitude limits of infantry and ground vehicles	10	5
Assault landings	10	7
Briefing	10	1
Crew-served weapon movement	10	1
Ground vehicle movement	10	1
Indirect fire while moving	20	3
Infantry movement	10	1
Leaving the board	10	7
Movement and fire	10	4
Off-board movement and delayed entry (Optional rule)	10	7
Overrun attacks	10	5
Pop-up maneuvers	10	5
Terrain effects on movement	10	3
Transport	10	5
Turning effects on movement	10	2
Movement [aircraft]	28	1
Movement [game scale]	36	1
Movement and fire [aircraft]	28	2
Movement and fire [movement]	10	4
Movement and Fire [tactical notes]	35	1
Multiple warheads	18	1
Multiple weapons	12	4

N	Chapter	Page
Non-persistent agents	19	2
<i>Nova</i> [close defense system]	23	2

O	Chapter	Page
----------	----------------	-------------

Obsolete guidance systems	18	3
Obstacles	30	1
Briefing	30	1
Destroying obstacles	30	1
Dismantling obstacles	30	1
Types of obstacles	30	1
Off-board artillery	20	2
Off-board movement and delayed entry (Optional rule)	10	7
Optional penetration procedure	16	3
Overrun attacks	10	5

P	Chapter	Page
Passing: the tactics of passing	8	2
Penetration	16	1
Armor classes	16	1
Assigning armor classes	16	2
Briefing	16	1
Optional penetration procedure	16	3
Penetration procedure	16	1
Persistent agents	19	2
Planetary Conditions and Weather	32	1
Atmosphere	32	1
Briefing	32	1
Gravity	32	1
Weather	32	2
Pop-up maneuvers	10	5
Prioritizing targets	14	5
Programmable warheads (Optional rule)	18	5
Pulse weapons: rate of fire	12	2
Psychological effects (Optional rule)	27	9

R	Chapter	Page
Radio-directed missiles	18	3
Random fall of shot procedure	20	1
Range [weapon characteristics]	12	1
Range restrictions on misses	15	3
Rate of fire [weapon characteristics]	12	2
Reasons to fight (Optional rule)	34	6
Reduced artillery ranges (Optional rule)	20	4
Regular troops	27	9
Reinforcements	34	5
Remotely-Controlled and Automated Weapons	25	1
Automated weapons	25	2
Autonomous weapons	25	2
Briefing	25	1
Control consoles	25	2
Remote control operators	25	1
Remotely-controlled minefields	31	3
Remotely-controlled mines	31	2

Repairbots (Optional rule)	17	5
Repairs	34	5
Replacements	34	4
Reprogramming control consoles	25	2
Restrictions on hit locations of misses	15	3
Reverse and sideways movement [aircraft]	28	2
Rocket pods	12	5
Rotary automatic weapons: hit/miss bonus	14	3
Rotary automatic weapons: rate of fire	12	2
Rotary weapon hits	12	5

S	Chapter	Page
Scale [game scale]	36	1
Scanners (Optional rule)	11	3
Seeker mines	31	2
Seeker projectiles (Optional rule)	18	6
Self-correcting projectiles	18	4
Sequence of play	8	1
Briefing	8	1
Determining initiative	8	1
Fireteam initiative	8	3
Marking moved pieces	8	2
The Tactics of Passing	8	2
Uncontrolled events	8	2
Uncontrolled events table	8	4
Using the initiative	8	1
Shaken [morale]	27	3
Sighting	14	2
Single shot weapons [rate of fire]	12	2
Size [game scale]	36	1
Smart mines	31	2
Smart weapons: hit/miss bonus	14	3
Smoke and Chemical Weapons	19	1
Briefing	19	1
Chemical area procedure	19	2
Chemical attacks	19	2
Dissipation of gas clouds	19	3
Dissipation of smoke clouds	19	1
Smoke area markers	19	1
Smoke area procedure	19	1
Types of chemical weapons	19	2
Spotting	21	1
Briefing	21	1
Marking spotted pieces	21	1
Spotting devices	21	1
Spotting procedures	21	1
Spymine	21	2
Spyshell	21	2
Stellar Age	4	1
Strongpoints	29	1

Strongpoint damage evaluation	17	2
Strongpoint explosive destruction	27	6
Strongpoint morale	27	2
"Suicide" drones	18	7
Successful morale checks	27	3
Supply [campaign]	34	3
Suppressive fire	13	2
Suppressive fire: combining with interceptive fire	13	2
Suppressive fire: duration	13	2
Suppressive fire: extended suppressive fire (Optional rule)	13	3
System capabilities [electronic warfare]	24	2
System characteristics [electronic warfare]	24	2

T	Chapter	Page
Table of Contents - Chapters	1	1
Table of Contents - Tables	1	11
Tactical Awareness	35	1
Tactical Notes	35	1
Assault Landers	35	2
Briefing	35	1
Concealment	35	1
Movement and Fire	35	1
Tactical Awareness	35	1
Target concealment [detection]	11	1
Target concealment [hit/miss determination]	14	2
Target size	14	4
Targeting ability	14	4
Technology Levels	7	1
Briefing	7	1
Terrain effects on movement	10	3
Time [game scale]	36	1
Tracker warheads	18	5
Transport	10	5
Troops caught in effect areas	15	3
Turning ability of aircraft	28	2
Turning effects on movement	10	2
Typical sequence of actions in a battle	3	4

U	Chapter	Page
Uncontrolled campaign events (Optional rule)	34	5
Uncontrolled events (Optional rule)	8	2
Uncontrolled events table	8	4
Unsuccessful morale checks	27	3

V	Chapter	Page
Variable fire (Optional rule)	12	5
Vehicle crew skills (Optional rule)	27	6
Vehicle crew survival and morale	27	2

Vehicle damage evaluation	34	6
Vehicle explosive destruction	27	6
Vehicle morale	17	2
Video guidance [warheads]	18	4

W	Chapter	Page
Warbot morale	27	1
Wardrones	5	5
Wardrone damage evaluation	17	2
Wardrone morale	27	1
Warfare in the Late Stellar Age	4	1
Warheads and Guidance Systems	18	1
Attack factors and effect areas	18	1
Briefing	18	1
Cluster bombs	18	2
Declaring warhead type	18	1
Global positioning systems	18	2
Guidance systems	18	3
Jammer shells (Optional rule)	18	6
Laser designation	18	4
Mini-rocket launchers	18	2
Multiple warheads	18	1
Obsolete guidance systems	18	3
Programmable warheads (Optional rule)	18	5
Radio-directed missiles	18	3
Seeker projectiles (Optional rule)	18	6
Self-correcting projectiles	18	4
"Suicide" drones	18	7
Tracker warheads	18	5
Video guidance	18	4
Warheads and Guidance Systems Table	18	8
Weapon Characteristics	12	1
Additional weapon capabilities	12	3
Ammunition supply	12	5
Attack factor	12	1
Blast effects on troops	12	4
Briefing	12	1
Convergence beams	12	6
Cost	12	4
Detection effect	12	4
Effect areas	12	3
Infantry weapon classification	12	2
Infantry weapon employment	12	3
Multiple weapons	12	4
Range	12	1
Rate of Fire	12	2
Rocket pods and missile racks	12	5
Rotary weapon hits	12	5
Variable fire (Optional rule)	12	5
Weapon crews (Optional rule)	12	5

Weapon ranges [game scale]	36	1
Weapon Technology	6	1
Weapon turret damage evaluation	17	3
Weapons: automated	25	2
Weapons: autonomous	25	2
Weather	32	2

