# Fifth Millennium

Fleet Battles for Control of the Stars

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## 1.0 Introduction.

Fifth Millennium is a game of Interstellar Conquest adapted very loosely from the game 4000AD<sup>™</sup> published by Waddingtons. In it, a group of players compete for resources with the objective of becoming the dominant power in the local area of space. The game uses a form of hidden movement (hyperspace), and simple mechanics to ease play.

## 1.1 Scenario:

It is the **Fifth Millenium**, and mankind has expanded to the stars, but fallen back again under civil strife over five hundred years ago. You are the leader of your people, inhabitants of a planetary system who have regained the ability to manufacture starships, and who are set on regaining the stars.

A few hints; Remember, negotiations are eased with large warfleets in orbit around strategic worlds; rapid expansion is the key to domination of space, but forces spread thinly are vulnerable to a strong counter attack. Additionally it is possible that there may be benefits left over from the past in some of the deserted systems.

#### 1.2 Objective:

To win the game by being the last surviving force, or by controlling over half of the systems on the game map.

#### 2.0 The Stellar Map.

This version of the game sets the game in a star sector from the science fiction roleplaying game Traveller®. The map is a matrix of hexagons, thirty two columns wide and forty deep. Each sector is divided into a further 16 subsectors (eight hexes wide by ten deep). Each hex represents a parsec (3.27 light years), and is the distance that a standard hyperspace drive will cross in a single turn (a month game time). Each hex is uniquely identified with a number of the form XXYY (XX is column number, YY is depth in column, 0000 would be top left, 3240 would be bottom right).

Any Traveller® sector can be used for the game, but this time the sector selected is the Solomani Rim, the area of space which contains Terra (Earth).

#### 2.1 Star System Resources.

- Each star system potentially has useful resources. These range from human resources (trained population) to material resources (industrial infrastructure). Some worlds may have both types. Availability of resources at a world are abstracted through the use of 'Resource Points'. Worlds without any resources are often designated as 'strategic', as they may command vital routes through the sector.
- Resource units may be used for the purchase of various options to aid you in your quest for interstellar dominance. The resources associated with each world are described in section 6 of these rules, and are indicated on the star map for the game.
- High Population (HiPop) worlds are indicated by capitalised names.

- Naval Bases are indicated by a star in the hex.
- Scout Bases are indicated by a triangle in the hex.
- Resource Class is indicated by the letter in the hex.

### 2.2 Homeworld Selection.

Players are free to choose their own homeworld on the map with the following restrictions:

- It may not be within 5 parsecs (hexes) of another homeworld. Referee will confirm this.
- It must be a Class A starport, otherwise FTL squadrons are not available.
- Any naval or scout bases, or the presence of a high population contribute towards the homeworlds resource value (described in section 6.0).

Starting position:

• The homeworld starts with 15 standard Fleet Squadrons and no stockpiled resource points.

## 2.3 System Indentification

Each System is described with a series of codes of the form:

XXYY <name> Rc N S Hi G# O# Mi# M# - <fleet> - Rp

XXYY	is the hex identifier.
<name></name>	is system name, HiPop world names are capitalised.
Rc	is resource code (A, B, C, D, E or X)
N	is naval base (not present if missing)
S	is scout base (not present if missing)
Hi	is HiPop code (not present if missing)
G	refers to Genetic Labs
0	refers to Orbital Production Centres.
Mi	Minefield
Μ	Monitors
#	number present
<fleet></fleet>	fleet designation as detailed in section 4.2

Rp Total resource points generated per turn

Example -

1827 Terra A N S Hi GO OO Mi0 M0 - F15 S0 A0(Fs0 Ms0 K0) - 8

would be Earth if used as a Homeworld at the start of the game.

(Resource Class A, Naval and Scout bases, Hi Population, no other facilities, 15 standard squadrons, total resource generated per turn would be 5 + 1 + 1 + 1 = 8 resource points)

## 2.4 The Fog of War.

Each player will only be able to discover details about worlds within the maximum range of their fleet's best movement. For example, at the start of the game you may only see details of worlds within 4 parsecs of your homeworld. If you occupy another world you will be able to see worlds within 4 parsecs of the the newly occupied world as well.

## 3.0 **Procedure of Play**

Each turn takes a game month, and has the following phases:

- 1 Fleet Arrivals at Stars
- 2 Conflict resolution.
- 3 Fleet Departures from Stars
- 4 Production phase.

#### 4.0 Interstellar Movement

So you want to conquer the universe? Well, it's not going to happen if you stay at home, is it? You need a way to take those shiny new spaceships that the military has spent its resource units on and use them against those that dare to oppose your bid to become the "Master of the Universe"

Fortunately, those clever boffins down at Q Division have worked out how the ancients used to get around - the hyperspacial warp drive, commonly known as hyperdrive.

A journey between two stars involves three stages:

- 1. Departure
- 2. Travel in hyperspace
- 3. Arrival

Due to the nature of the hyperdrive, once a journey is started it may not be aborted.

The duration of a journey depends upon its length, taking one game turn (game year) per hex (parsec) crossed. The journey's length may be obtained by counting the number of hexes from (excluding) the departure hex to the hex including the target/arrival star. So movement to an adjacent hex will involve entering hyperspace on the first turn and energing on the next, a journey of a year. Routes must be the most direct.

#### 4.1 Limits to Journeys.

- With the hyperspace technology available initially, the longest single journey possible is 4 hexes (4 turns).
- Any fleets still in hyperspace after 4 turns will be destroyed as their engines will overload. It is possible that higher technology will change these values.
- Travel off the map is not possible and pointless. Ships attempting this will be destroyed.

- All squadrons in a warp must start from the same departure system, and end at the same destination system.
- Squadrons must emerge in a hex with a system present unless a deep space refueling station is available.
- No more than four departures may be made each game turn. (On account of the logistical demands in obtaining a sufficient supply of the rare earth metals used in hyperdrive systems.)
- More advanced drive systems are in development and will become available later in the game.

#### 4.2 Notation for Game Turn Sheets.

Turn Number - Fleet Designation - Departure Hex# - Destination Hex# - Turn of Arrival:

The fleet designation takes the following form: F#S#A# (Fs# Ms# K#)

F - normal Fleet Squadron A - Assault Squadron Ms - Minesweeper Squadron (optional) K - KKM rounds # - number of this type

S - Strike Fleet Squadron Fs - Fast Squadron (optional)

For example: 5001 - F10 S3 A1(Fs0 Ms2 K0) - 2710 - 2712 - 5003

...would be a fleet of 10 normal squadrons. 3 strike squadrons. 1 assault squadron, 2 squadrons of minesweepers and no KKM rounds departing from hex 2710 in turn 1 (the year 5001), and due to arrive in hex 2712 in turn 3, the year 5003.

#### 5.0 Conflict Resolution (Phase 2)

If a fleet emerges in a system where native forces (any enemy squadrons or a naval base) exist, combat will occur. The process is outlined below in the Conflict Resolution Flowsheet; players should note that the PBEM version of Fifth Millenium will have all rolls made by the referee.

Conflict Resolution Flowsheet.

**STEP 0:** (Only occurs if KKMs / mines are present)

a) If the intruder has to penetrate a minefield and there are minesweeping squadrons present, roll a D6 for each squadron, else go to (c).

b) The total of the dice rolled indicates the number of points the minefield is reduced by. If the minefield is reduced below zero, go immediately to Step 1.

c) For each Minefield / KKM point remaining, roll a D6. If the roll is a 4, 5 or 6 a kill has been obtained.

d) Sum the total number of kills and apply immediately against the opposing forces (using the kill precedence table) before starting Step 1.

e) Each kill achieved reduces the minefield by a point. All KKM munitions are

expended whether kills occur or not.

#### STEP 1:

a) Sum the combat value (CV) of each fleet using the Combat Value Table to obtain each squadron's CV.

b) The fleet with the highest CV is the Victor. The fleet with the lowest CV is defeated.

c) If both fleets have an identical CV a war of attrition is fought. A round of combat occurs using the rules in step 2 for both sides. After this has been resolved, return to the beginning of step 1 and recalculate the CV, restarting the conflict resolution process.

#### STEP 2:

a) Refering to the Combat Value Table, roll a D6 for each of the defeated player's squadrons and note whether the roll indicates a kill.

b) The defeated fleet's kills are totalled and then applied to the victor's fleet in the order indicated by the Kill Precedence Table.

#### STEP 3:

a) All the defeated player's squadrons are destroyed.

#### STEP 4:

a) If the Victor was the intruding fleet the system is successfully occupied; if it is the defending fleet, it is successfully held.

Squadron Type Combat Value (CV) Defeated Unit Kill Roll Assault 1 6 Fast Fleet 1 5, 6 Fleet 1 5, 6 Minesweeper N/A N/A 2 3, 4, 5, 6 Monitor Naval Base (defensive) 2 4, 5, 6 Strike 2 4, 5, 6

Combat Value Table.

Kill Precedence Table.

Squadron Type	Precedence.
Strike	Killed first
Fast Fleet	Killed second
Fleet	Killed third
Assault	Killed fourth
Monitor	Killed fifth
Naval Base	Unaffected

Note that KKM attacks are applied against facilities first before refering to the table.

#### Additional Notes:

- Minesweeper squadrons do not count in combat. They are destroyed if on the loosing side unless an Assault Squadron is present on the enemy force, in which case they are captured.
- squadrons arriving at a star may immediately depart the same turn provided that they do not become involved in a battle upon arrival.
- If desired, several fleets may attack the same world simultaneously, provided the arrivals are timed for the same turn.
- If you wish to negotiate with other players, send messages through the referee.
- If opposing fleets arrive simultaneously at a system, a battle will ensue **unless** there is already a treaty or agreement in place between the players.

## 5.1 Occupation of other star systems.

- Section 7.0 describes the effects of loosing your homeworld.
- Any star that is occupied will contribute the resources it possesses to the player who holds it in each production turn.
- Stars remain occupied so long as at least a single squadron (of any type) or a facility remains there. The only exception to this rule is the player's home star, which always remains in their possession unless occupied by enemy forces.
- If a star changes hands 3 times (initial occupation, second occupation, third occupation) it drops a resource class on the third and each subsequent time. It may not drop below class X. For example, a resource class A world will be reduced to class X when it changes hands 7 times.
- Any system captured in combat by a force without assault squadrons present (and surviving) loses **all** additional facilities present not shown on the original game map. *In other words, all orbital production facilities, genetics labs, depots etc are destroyed during the battle for the star system.*
- Note that you do not need to defeat the defensive forces of a naval base if you are the first player to occupy the system.

## 6.0 The Production Phase (Phase 4).

The systems occupied by a player send back resources to the homeworld each production turn.

Every production phase the occupying player receives a number of resource points, dependent on the features of the occupied system, as detailed in the table below.

<b>Resource Class</b>	Production	Notes
A Class	5 resource points	FTL squadrons may be built here
B Class	4 resource points	none
C Class	3 resource points	none
D Class	2 resource points	No monitor squadrons allowed
E Class	1 resource point	No monitor squadrons allowed
X Class	No Value	No monitor squadrons allowed
Naval Base	+1 resource point	Acts as extra monitor squadron
Scout Base	+1 resource point	none
HiPop	+1 resource point	none

The resource points are totalled, and may be spent on various items, but only during production phase. Unspent points are stockpiled (considered to be on the homeworld unless otherwise stated).

A list of the various items may be found in Appendix A.

#### 6.1 The Subsector Bonus:

On account of the administrative benefits of controlling a complete subsector, any player holding such will gain extra production equivalent to 10 resource points per production turn.

## 6.2 Submitting a turn's production.

With each set of movement instructions, you should submit a production list of what you wish to spend your resource points on (listing location for item and the type of item).

- Any unspent resource points will be stockpiled (either at the homeworld, or at any Secret Construction Facility or Depot if specified).
- You cannot build items in systems you do not own (exception, deep space hexes with refueling centres).
- Deep space refueling stations must be built in hexes no further from one of your existing worlds than the maximum hyperspace range of the best of your squadrons.
- FTL squadrons (those capable of moving) must be built at Resource Class A worlds.
- Monitor Squadrons may only be deployed on Resource class A, B and C worlds.
- In the event of a world where production is scheduled being captured by an enemy, the production points are lost to the defeated player. Anything built becomes the possession of victor if any assault squadrons are present, otherwise it is destroyed. Vessels under construction do not contribute to the CV of the defender.

## 6.3 Trading.

Different empires may enter into a trade agreement. This represents the interaction of mercantile interests across the borders between them. Empires may have multiple trade agreements with other empires (but only one per individual empire).

In the production phase, 2D6 are rolled and the table below consulted:

## Roll Trade Modifier

2 x0.3 3 x0.5 4 x0.7 5 -D6 6 no change 7 no change 8 no change 9 +D6 10 x1.5 11 x2 12 x3

The tech level differential between the empires is applied as a modifier to the table.

The resource points obtained by each empire are:

Resources (trade) = (Number of systems in other empire) x Trade modifier

For example:

Empire A (TL1) with 12 systems and Empire B (TL2) with 10 systems enter a trade agreement.

The first turn, an 10 is rolled. The Tech level differential is (2-1 = 1) so a modifier of +1 is added, so 11 is the value checked on the table.

Empire A gains 10 (x1.5) = 15 resource points from trade synergies. Empire B gains 12 (x1.5) = 18 resource points from trade synergies.

Any fractional values are rounded to the nearest whole number.

## 6.31 Breaking an Agreement.

a) If you go to war the trade agreement is invalidated.

The aggressor gains no resources from trade that turn. The victim gains the resources that they would be entitled to normally, but they are taken directly from the agressor's production total. (Negative points are not gained by the victim. After this turn, the trade agreement is invalidated).

b) The agreement may be mutually terminated at any point.

## 7.0 Loss of Homeworld.

If your homeworld is lost....

- No new resource points may be gained by the original owner of the homeworld.
- All stockpiled points are transfered to the occupier.
- The occupying forces may only draw on the homeworld's own resources, not those of the worlds previous in the same empire.
- Civil unrest starts from the turn after you loose the homeworld.

#### 7.1 Civil Unrest.

Civil Unrest will occur within the surviving worlds of a player until the homeworld is regained. This will lead to the succession of worlds from the player's once glorious empire. Squadrons at a world that performs a Unilateral Declaration of Independence will surrender to the first force that arrives there, and henceforth are part of that fleet.

Civil Unrest Table

Furns after Homeworld Lost	Chance of Individual World UDI.
+1	1 in 6
+2	2 in 6
+3	3 in 6
+4	4 in 6
+5 onwards	5 in 6

## 7.2 Separation of empires.

If your map becomes such that you have two (or more) distinct groupings of your empire with an area between which is not visible (for example, someone attacks at a key system and splits your empire in two) any area without a command centre, depot, or homeworld will start to suffer from civil unrest.

## 8.0 Acknowledgements.

In its previous form, this game resembled a game of 4000AD<sup>™</sup> with bolts ons. Thanks to the encouragement of Jamie Baird this version has grown to the point that it bears no real resemblance to the original game. Although significantly more complicated, the structure of the game is aimed to allow fast turnaround of turns and is hopefully very playable. The hardest work will be on the referee in preparing the turn reports!

With thanks to the authors of 4000AD<sup>™</sup> and Traveller®, without whom this game would not have existed. Particular thanks to Marc Miller for allowing me to distribute the Traveller® based turnsheets.

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## Appendix A: Purchase Options.

Space Vessels:

#### Assault Squadron.

Cost 2 Resource Points each.

This is a troop carrying assault squadron designed to capture enemy facilities. If on the victorious side, all facilities in the system (eg genetics labs, minesweepers etc.) are occupied by the attacker. When considering losses inflicted on the victor, assault squadrons are usually the last to be lost, as they are heavily protected by other fleet elements. Build rules as fleet squadrons.

#### Fleet Squadron. Cost 2 Resource Points each.

This is an additional starship squadron which behaves in all ways like those that each side starts the game with. Construction occurs in orbit around any of your resource class A worlds, and the squadron is available at that world next game turn.

#### Monitor Squadron.

Cost 2 Resource Points each.

The monitor is a non-hyperspace capable starship. Instead of the large hyperdrives and fuel required for interstellar operations, additional armour and weapons are installed. These vessels are constructed at the system they are designed to defend, and remain there, lurking menacingly. They are available from the next game turn after being ordered, and may only be built in resource class A, B and C class systems.

They are unable to leave the system that they are based in, but makes up for this fact being as effective as two normal squadrons in a battle. Monitors are always the last squadrons to be destroyed in an engagement by a lesser force.

## Strike Squadron

Cost 2 Resource each new Cost 1 Resource + Fleet Squadron to upgrade.

Strike Squadrons enhance their firepower by separating the functions of interstellar travel and warship. A large, vulnerable FTL cargo ship carries smaller non-FTL ships similar to those in Monitor Squadrons. This vastly increases the offensive capability (to the equivalent of two squadrons). However, as a result of their reliance on a cargo type tender , these squadrons take heavy damage from a superior force. Build rules as fleet squadrons. Upgrades must be performed at a resource class A world.

Facilities:

Note that you may have either: (1) A Secret Control Centre and/or a Secret Construction Facility or (2)a Depot. but not both. These may be sited at any system that you occupy, but not at a deep space hex.

### **Control Centre**

Cost (12 resource points)

In the event of the fall of your homeworld, this control centre prevents the collapse of your empire due to insurrection. It **does not allow continued production** if your homeworld falls, just prevents the collapse of your empire through anarchy. Must be taken by an enemy in addition to your homeworld

#### **Construction Facility**

Cost (12 resource points)

In the event of the fall of your homeworld, this construction facility acts as an alternative site from which the logistics of your war effort is controlled. It **does not prevent insurrection** and the ultimate collapse of your empire if your homeworld falls. Must be taken by an enemy in addition to your homeworld to prevent your continuing manufacture of equipment.

## Depot

Cost (18 resource points)

This is a combined facility that effectively acts as a new homeworld, combining the benefits of both of the options above with a reduced infrastructure cost compared to individual facilities for construction and control.

## **Genetics Lab**

Cost (3 resource points)

This lab adds +1 resource point per lab per production turn at the site chosen. If a system is occupied by the enemy, the facility is destroyed, unless there is an enemy Assault squadron which survives the attack. May be sited at any system occupied. No more than five per system.

## Orbital Production Centre

Cost (3 resource points)

This suite of orbital factories enhance the exploitation of a system by adding +1 resource point per lab per production turn at the site chosen. If a system is occupied by the enemy, the facility is destroyed, unless there is an enemy Assault squadron which survives the attack. May be sited at any system occupied. No more than five per system.

## Appendix B - Future Developments.

## Technology Level 2:

These options will become available when your production reaches certain levels.

#### **Deep Space Refueling Stations** Base cost = 10 resource points

A centre set up in empty space, often at the location of a drifting icy comet. This allows squadrons to refuel in an otherwise empty hex, and is unlocatable by the enemy. The refueling charge is 1 resource point per squadron per time and is payable with the same turn's production. If this cannot be met the station is considered lost (due to all resources being used up).

#### Fast Fleet SquadronsCost : +1 Resource Point per fleet squadron

Travel 2 hexes per turn. Maximum Range Limit still maintained. All squadrons in a fleet must be fast fleet squadrons. Build rules as fleet squadrons.

#### Saturated Fusion Bombing Attack Cost: 10 points per level

A fleet equiped with these can 'bomb an opponent back into the stone age'. System statistics are reduced in this order - HiPop eliminated - Naval Base eliminated - Scout Base eliminated - Resource level reduced. The attack takes place even if the attacking squadrons are destroyed, provided their CV is at least half the opponents following penetration of any minefields.

A level one SFBA can only knock out one level. A level eight attack would reduce a major system (eg Terra) to a charred cinder. All other players will be informed of the use of Fusion weapons and which subsector they happened in.

#### Minefield.

Cost - Varies (1 resource point / minefield point)

A minefield will attack all squadrons entering a system bar the producing players'. Each hit on a squadron reduces the minefield's effectiveness by one point. Minefields attack before ship battles are resolved, and the game mechanics are described in section 5.

#### Probe Swarm

Cost - 1 point per unit.

The limits to FTL ship range are partly induced by the effects of the technology on humans and other species. Probe swarms break this limit by by being unmanned. They may travel any distance at the normal speed (1 parsec (hex) per month (turn)). When they arrive at their destination system they provide a full report of the contents (much the same way as a fleet) and then self destruct. If any enemy forces are present, each squadron has a chance (1 in 6) to identify that a probe has visited and the owner of the probe.

Probes do not count against the limits to launches for each turn. Their movement should be recorded as follows:

Turn Number - Probe - Departure Hex# - Destination Hex# - Turn of Arrival

For example:

5001- Probe - 3220 - 1938 - 5026 would be a 25 hex journey starting on turn 1 and arriving on turn 26.

Spacedock

Cost 30 points.

Allows the construction of starships at a system without a resource class of A. Recorded in the system entry as a parenthesised "(A)"

## Technology Level 3:

These options will become available when your production reaches a certain level, which I will inform you of.

**Enhanced Drive systems.** A new software upgrade means all squadrons are now capable of travelling a maximum of 7 hexes (note fast squadrons will take 4 turns to reach a destination)

#### KKM Swarm

Cost - Varies (1 resource point / KKM point)

Kinetic Kill Munitions are carried by attacking fleets and noted in the fleet designation. They use known orbital mechanics to inflict damage, and are released as a fleet enters a system. The munitions fly at the target system's main world and smash into orbiting vessels and facilities. They attack all defending ships and facilities in a similar manner to mines, **but may not be swept** and kills are applied initially against facilities. (Orbital Production Facilities and Genetic Labs will be destroyed first before assault ships).

- KKMs may only be used in an offensive role.
- All KKMs in an attacking fleet are deployed against the enemy.
- All KKM points are lost once used.
- KKM points may be added to a fleet in any system but canot be added until after any battles are completed.

**Minesweeper Squadron.** Each 2 points spent produces 1 minesweeper squadron, each of which removes D6 mines per turn in a system. Mine attacks follow the minesweeping action. Minesweepers will be destroyed by mines in preference to other squadrons.

More to be defined including Hyperspace Inhibitors and Planet Busters...