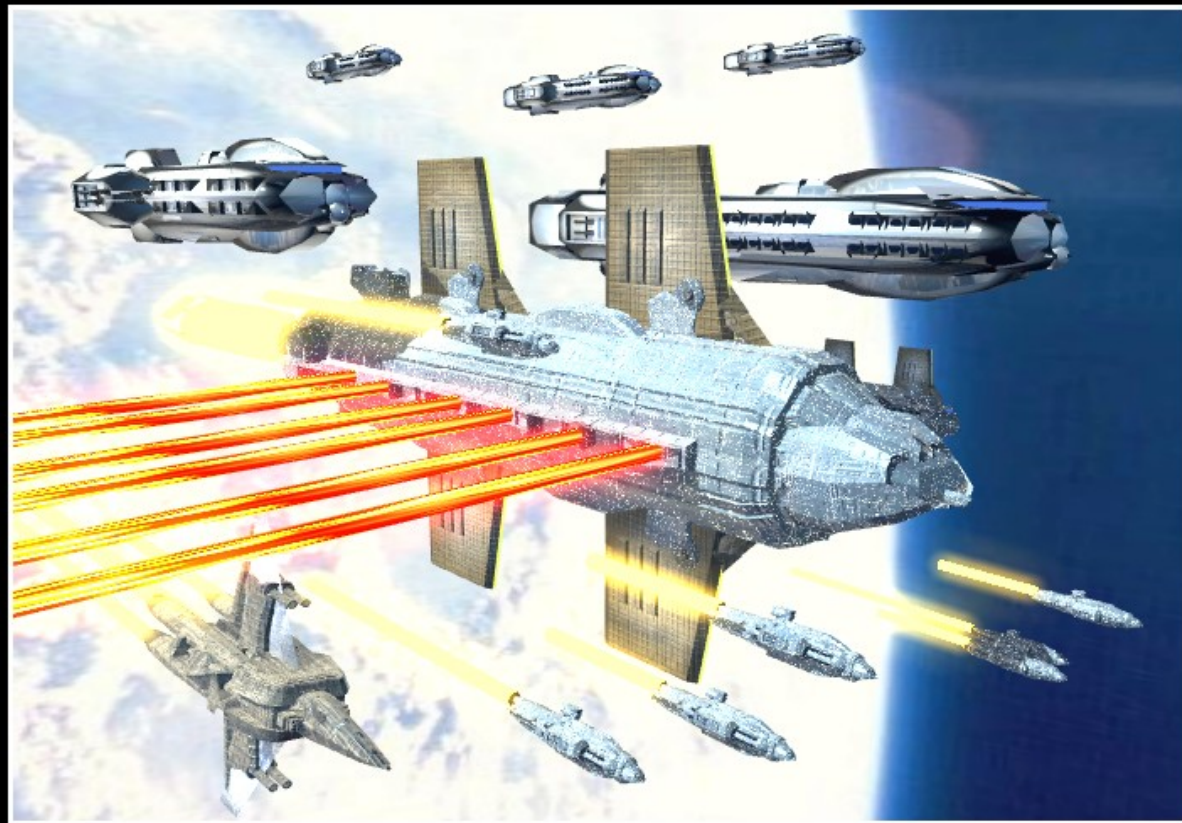


ASTRAL EMPIRES: **BATTLESHIFT 04000**

Fleet battles in a Galactic Age of Discovery



BOOK ONE-THE HUMAN POWERS

ASTRAL EMPIRES: BATTLESHEET-FLEET BOOK #1

ASTRAL EMPIRES: BATTLESHEET

Ships of the Galaxy 04000 AD Book One: The Human Fleets

**BASED UPON THE ORIGINAL GAME
BY
THANE MORGAN**

CORE RULES DESIGNED BY THANE MORGAN

**ASTRAL EMPIRES-SPECIFIC MATERIALS
AND RULES REVISIONS BY KEVIN MONK**

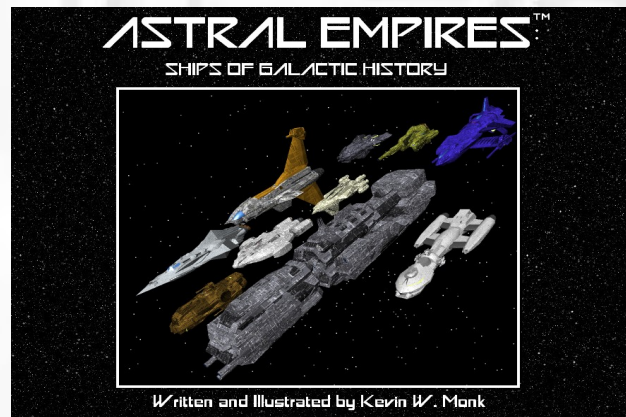
© COPYRIGHT 2011

NOTE: This product is not a complete game.

It is designed to be used in conjunction with the ASTRAL EMPIRES: BATTLESIFT game system.

Welcome to *Ships of the Galaxy-04000 AD Edition*. This book contains information on a wide assortment of combat starships designed for ASTRAL EMPIRES-BATTLESIFT. With these designs you can fight out numerous battles using the BATTLESIFT rules, but don't feel limited by what is offered here in this book. If you want to make changes to ship designs, apply upgrades or refit vessels for new missions by all means do so. This is merely an attempt at "fleshing out" the ASTRAL EMPIRES universe of the 04000 AD era and providing some flavor for your games.

Ships of the Galaxy-04000 AD Edition draws material from *Falkenwrath's Fighting Ships*, the well-known series on galactic naval history. The information provided is based on unclassified materials drawn from various interstellar databases and archives along with some educated guesses about the combat capabilities of certain xeno navies. Additional starship guides will be published by Port Nova Media, a company based at Port Nova Station located far out on the fringe of human space.



INTRODUCTION

Sir Grand Captain Trani Almafí, Lord Protector of the Drakeworld Republican Navy was very displeased. Perhaps even a bit angry, at least from the perception of those walking cautiously about him as they busied themselves with minor duties in an effort to avoid incurring his wrath.

"I want those tactical reports and I want them now!" Almafí bellowed. He turned his restless gaze to his chief tactical officer and glared for a long moment before speaking again. "How many ships are we facing?"

The young woman looked down at the readout twice before answering with trepidation in her voice. "It looks like an entire sub-fleet of Saurlicon raiders, Sir. Heavily armed, too. Looks like they were planning to hit one of the independent colonies deep in this system."

"And we just happened to be here, it would seem." He straightened in the command chair for a moment. "What are the odds that a flotilla of the proud Drakeworld fleet would just happen to be on maneuvers during an attempted Saurlicon incursion? What are the chances, Commander?"

"I couldn't say, sir," was her measured response. "Are you suggesting someone back home knew something?"

"Unlikely," answered Almafí. "I didn't become Lord Protector of the Republic by accident, you know. My contacts back home would have given me some warning if intelligence had suspected something, I should think."

Suddenly an alarm klaxon erupted.

"What is happening?" Almafí asked as he stood.

One of the junior officers hunched over a sensor console responded. "They just disappeared from our sensors sir! What do we do?"

Almafí turned back to his chief tactical officer. "It looks like they just went into Battleshift. We'll have to track all possible re-entry trajectories and be prepared to fire as soon as they re-emerge." He paused for a moment. "Bring all weapons systems to maximum power, and make ready to target the following coordinates." He punched in a series of numbers on his command console. "Bring heavy batteries to bear the moment scanners indicate their ships are back in real space. We're the task force flagship, it's our duty to see that this battle is won."

"Aye, aye sir," was the immediate response and quickly a series of clicks and beeps signified that Almafí's commands had been inputted into the targeting units. "What now, sir?"

Almafí let out a long breath. "Now we wait."

The moments oozed by with a marked slowness. Then suddenly without warning Almafí saw the sensor boards all light up at once.

"Fire all weapons!" was all he could think to say.

The night erupted with the light of a thousand suns....

WRITER'S NOTE:

As with our first *Astral Empires: Nova Command* game supplement (*Ships of the Galaxy-05000 AD*) this is a product derived from both a desire for the *Battleshift* game system to have pre-made fleets available for players and an attempt to create a cohesive and interesting background for the type of warfare described in the rules. As far as specific elements of this *Astral Empires* era (04000 AD) the idea I was trying for was something of a massive fleet combat scale with influences from the Spanish Armada, Horatio Nelson's exploits, and some sort of justification for "deep space pirates" which all struck me as interesting elements. In addition, the influences of some popular science fiction literature such as David Weber's *Honorverse* series, David Drake's *Lt. Leary* novels, and some of the writings of Elizabeth Moon (including *Vatta's War* and *Familias Regnant*) can be noted, but only their most general "Age of Sail in Space" thematic sensibilities have really impacted this game setting. Some specific aspects of naval history that were brought in fairly directly include the political situation in the Maritime Republics of the Mediterranean during the 10th through 13th centuries and the aforementioned naval warfare that took place between Britain and other powers from 1588 until

Nelson's victory at Trafalgar.

As in our previous products we have tried to sketch out a consistent universe which connects with the other eras of the *Astral Empires* universe that come before and afterward. In the case of this book, we are trying to describe the respective galactic powers (at least those of the human corner of the galaxy) in a way that gives each faction reasonable motivations for their actions during this time period and leads logically into the political and military situation described in the 05000 era fleet books for *Astral Empires: Nova Command*.

If you like that sort of thing, then great, you'll probably really like this book. If you don't care for it, then ignore the various fleet profiles and in-depth background information and just use the ship designs however you wish. As with anything we produce, if you don't like something feel free to change it. You have every right to refit starships with new equipment and re-task them for whatever missions you may dream up.

Just have fun with whatever you do. That is our only major rule with *Astral Empires*.

Thanks again for playing in our universe!

Kevin Monk
Creator of *Astral Empires*

NEW RULE OPTION:

New rules for mixed ships in a Squadron.

The basic rules for *Astral Empires: Battlesheet* are built around the idea of all vessels in a squadron being of the same type and class. However, if players are willing to take on a bit more record-keeping it becomes possible to incorporate squadrons composed of mixed vessel types. The big trick to managing a mixed Squadron is applying hits and damage through it. The weapons all work the same, and the largest ship in the Squadron naturally limits maneuver. Mixed Squadrons are still limited to 21 size units, or 7 total ships.

Total hull is added up as normal. To determine damage thresholds, the total hull is divided by the number of ships and rounded down. Ships will take destruction tests in the order of least hull to largest hull, and then cycle back through. The last largest ship only takes a destruction test when total hull damage has been reached, which can leave a larger than normal gap in the destruction test sequence. That is acceptable in game terms.

To simplify tracking, write the ships down in the mixed squadron in the order they will take destruction tests, and simply put a dot down beside their name when they take one, and cross their name out when they fail one. This will make it easy to determine which ships have to test next.

To determine the number of shield saves when the number of hitting attacks are less than the number of ships, start with the next ship that will have to take a destruction test and add up the next ships equal to the hits, cycling back to the beginning of the list if needed. If the number of hits is equal to or greater than the number of ships, then the total number of shields remaining in the squadron can be used.

To determine suppression, the number of hits per ship remaining is simply added up.

For example, a player might take:

Name	Size	Shields	Hull	Hits to suppress
Destroyer	1	1	2	1
Destroyer	1	1	2	1
Fleet Cruiser	3	2	4	1
Fleet Cruiser	3	2	4	1
Fleet Cruiser	3	2	4	1
Missile Dreadnought	5	4	6	2
Missile Dreadnought	5	4	6	2
Totals	21	16	28	9

The damage thresholds for this squadron would be every 4 hull damage.

This squadron takes 4 hits. The first four ships on the list would use their shields, which would be two destroyers and 2 fleet cruisers, for a total of 6 shields. If two shots got through, the damage would be marked as 2 for the squadron. Since the threshold is 4, no ships have to take a destruction test. 9 hits would have been required to suppress, so no suppression occurs.

Next, the squadron takes 15 hits. This is over 9, so suppression occurs. All 16 shields get to save, and 6 hits get through. This takes the total damage to 8, so 2 thresholds have been crossed. Two

destruction tests must be made, and the first two ships on the list are the destroyers. On passes, one fails. The squadron now looks like the following:

Total Damage: 8

Test	Name	Size	Shields	Hull	Hits to suppress
*	Destroyer	1	1	2	1
*	Destroyer	1	1	2	1
	Fleet Cruiser	3	2	4	1
	Fleet Cruiser	3	2	4	1
	Fleet Cruiser	3	2	4	1
	Missile Dreadnought	5	4	6	2
	Missile Dreadnought	5	4	6	2
	Totals		15		8

The squadron takes 4 more hits. Now, checking for shields, we start at the first ship in line for a destruction test, so the three cruisers and a dreadnought for 10 total saves. These block the incoming fire easily, and since 8 shots were needed to suppress, no additional suppression occurs.

Later in the battle, the squadron looks like this:

Total Damage: 22

Test	Name	Size	Shields	Hull	Hits to suppress
*	Destroyer	1	1	2	1
*	Destroyer	1	1	2	1
*	Fleet Cruiser	3	2	4	1
*	Fleet Cruiser	3	2	4	1
*	Fleet Cruiser	3	2	4	1
	Missile Dreadnought	5	4	6	2
	Missile Dreadnought	5	4	6	2
	Totals		11		6

The squadron takes 3 hits. This does not suppress, as 6 are needed. Three ships will use their shields, so the two dreadnoughts (which have not tested yet), and a destroyer (which is the first in line flipping back to the start), for 9 total shields. This blocks all those hits.

Then the enemy really unloads, and causes 15 hits. This suppresses. 11 shields get to block, but the dice are fickle and 11 get through for a total of 33 damage. This takes up the last two destruction test thresholds, and 5 more must be taken. That hits the two dreadnoughts, cycles back to hit all remaining ships again, and cycles back to hit the destroyer one more time. The destroyer must save twice, the cruiser must save once, and the two missile dreadnoughts must save twice each.

The cruiser and a dreadnought survive the rolls, so the squadron now looks like:

Total Damage: 33

Test	Name	Size	Shields	Hull	Hits to suppress
***	Destroyer	1	1	2	1
***	Destroyer	1	1	2	1
**	Fleet Cruiser	3	2	4	1
**	Fleet Cruiser	3	2	4	1
**	Fleet Cruiser	3	2	4	1
**	Missile Dreadnought	5	4	6	2
**	Missile Dreadnought	5	4	6	2
	Totals		6		3

The next ship in line for shields and a destruction test is the fleet cruiser. And so on...

This is obviously a bit more paper work than the homogenous squadrons in the basic rules, and a player will have to decide if it is worth it to him. It may be more worthwhile in the case of a huge ship (8 or more) plus some picket destroyers or frigates. However, it does offer some different tactical considerations so we make it available here in this supplement for your use.