



AXANAR: THE FOUR YEARS WAR

Introduction

Axanar: The Four Years War is an abstract strategic simulation of a pivotal period in Federation history. It depicts the Klingons' attempt to break the Federation and putting an end to what they perceived as an expansionist regime with the aim of conquering the Klingon Empire. It also saw the birth of the Constitution class starship, as well as the iconic Klingon D-7 battlecruisers. It also cemented the reputation of Capt. Kelvar Garth, who, according to many historians, saved the Federation from defeat with his bold plan that saw the defeat of the Klingons at Axanar.

The Game Components

Map -- The map depicts a section of the Alpha Quadrant where most of the action took place during the war. A hexagonal grid overlay regulates movement. The time track is used to keep track of the current turn. Each year has four turns, representing approximately three months of time. Turns marked in yellow are turns that reinforcements may arrive. Random Event cards are placed in the space marked "Place Cards Face Down". Once a card a player uses has been fulfilled, it is placed face up in their respective discard spaces.

The Klingon Empire is designated with the Klingon emblem and has a red border separating it from Federation controlled space. Qo'nos, the center of the Klingon government, is represented by a planet symbol marked "Qo'nos".

The Romulan Empire is designated with the Romulan emblem and has a green border separating it from Federation controlled space.

All other spaces are considered Federation controlled space. Within Federation space are several planets representing the founding members of the Federation, as well as several colonies.

The Game Pieces -- All Federation playing pieces have a blue background, and represent fleets, space stations and outposts. Pieces with the Federation emblem in the upper left corner represent units directly associated with Starfleet.



Several of the Federation fleet counters have special symbols to the right and are explained later in the rules.

Vulcan, Andor and Tellar pieces are marked with symbols in the upper left corner:








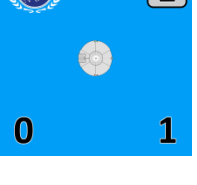
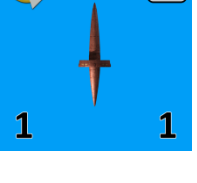
Klingon pieces have a red background with the Klingon emblem in the upper left corner.









Each piece has several numbers with the following functions: the upper right number represents the number of the piece and used strictly for identification only. The number in the bottom left represents the attack factor of the unit while the number in the bottom right represents its defense factor.










Identification of the Pieces (Federation)

 <p>10</p> <p>1 1</p>	<p>A standard Starfleet Fleet Unit</p>
 <p>11</p> <p>1 1</p>	<p>Starfleet fleet units numbered 11 – 15 represent the fleets which start the game on the map for the Federation (See Set Up section of the rules). You will find the fleet patch to the right of the counter designating these units. If units numbered 11,13,14 and 15 or units numbered 12,13,14, and 15 are together in a combat, the Federation player adds one to his combat die roll.</p>
 <p>1</p> <p>2 1</p>	<p>Represents the Ares class ship. The symbol to the right represents the insignia of the USS Ares. When this counter enters play the Captain Garth counter is immediately placed with it.</p>
 <p>2</p> <p>3 2</p>	<p>Represents the Constitution class starship. The symbol to the right of the counter is the symbol for the USS Enterprise. It is strictly for information only. These and the Ares class enter the game through special rules (See Ares and Constitution Class Entry).</p>
 <p>1</p> <p>0 1</p>	<p>Represent space stations. Four of these start the game on the map. See Set Up section of the rules.</p>
 <p>1</p> <p>0 1</p>	<p>Represent outposts. Four of these start the game along the Klingon border, and four along the Romulan border. See Set Up section of the rules.</p>
 <p>1</p> <p>1 1</p>	<p>Represents ships of the Vulcan homeworld.</p>


  	Represents ships of the Andor homeworld.
  	Represent ships of the Tellar homeworld.



Starfleet (including Ares and Constitution Class), Vulcan, Andorian and Tellar fleet units, as well as outposts and space stations are considered Federation units.

The Klingon Pieces

  	The standard Klingon fleet unit.
  	Represents the Klingon D-7 fleet units. These enter game through special rules (see D-7 class Entry)
	Occupation marker. When the Klingon player captures a colony or planet of the Federation, this marker is placed on the space.

Miscellaneous Markers

	Represents Captain Kelvan Garth. He has special abilities during combat represented by the +1 in the lower left (see Combat Rules).
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	<p>Represents Kharn, the Klingon commander during the Four Years War. He has special abilities during combat represented by the +1 in the lower left (see Combat Rules).</p>
	<p>The time marker. It is placed on the space labeled “1” on the time track at the start of the game and is advanced to the next space when a turn is completed.</p>

Tables

There are two sheets with Tables 1 through 5, a copy for each player.

Length of the Game

The length of the game is 16 turns. At the end of the 16th turn, players total their scores

How to Win

See **End of Game and Declaring a Winner**. Conditions for victory are different depending on which option the players choose.

Game Sequence

Each game turn is comprised of two phases: Klingon Phase and the Federation Phase. Each player’s turn is comprised of several Sub-Phases. The Klingons play first, followed by the Federation player.

Each Phase consists of several Sub-Phases with each player, when it is his turn, executing each Sub-Phase in the order listed below. Once both players have completed all of his Sub-Phases the turn ends and the time marker is advanced to the next space on the Time Record Track.

In some cases there are exceptions; these are noted in *red*.

The Sub-Phases

The Sub-Phases are played in the following order by each player, and are explained in separate sections:

1. Strategic Stance
2. Random Event Card Draw

3. Reinforcements
4. Movement
5. Combat
6. End of Turn Replacements and Production

Strategic Stance – Exception! – For the first turn only, no cards are selected. The Klingon player is “Active” and the Federation player is “Passive”.

At the start of Turn Two and every turn thereafter, each player picks one strategic stance card available to him. Players then turn the cards face up. These cards determine how many spaces his fleets may move for the turn, and which column to use during the Replacement and Production Sub-Phase.

If the card reads *Active* the player may move each of his fleet units up to four spaces. During the Replacement and Production sub-phase, he looks under the Active column to determine the number of new fleet units that enter play the next turn.

If the card reads *Normal* the player may move each of his fleet units up to three spaces. During the Replacement and Production Sub-Phase, he looks under the Normal column to determine the number of new fleet units that enter play the next turn.

If the card reads *Passive* the player may move each of his fleet units up to two spaces. During the Replacement and Production Sub-Phase, he looks under the Passive column to determine the number of new fleet units that enter play the next turn.

Once a card is used for the turn, it is set aside. Once all three cards are used by a player, they are gathered back into the player’s hand for use in the following turns. However, the player may not play the same card in two consecutive turns. As an example, if the plays Passive, Active, then Normal, he may not use Normal for the 4th turn. He can use it for the 5th turn.

Designer Note: These cards represent the economic function of the game and force the player to make a decision – either spend money to execute the war, or direct it towards production.

Random Event Card Draw -- Exception! – For the first turn only, no Random Event cards are drawn by either player.

The random event cards describe events that may or may not benefit the player. Instructions on how the card affects the player are printed on the card. If the card has a Klingon insignia in the upper left corner, it is played by the Klingon player. If the Federation, Tellar, Andor or Vulcan insignia is in the upper left corner of the card, it is played by the Federation player.

If the Klingon player draws a random event card with a Federation, Tellar, Andor or Vulcan insignia, he discards the card. It is not played. Likewise, if the Federation player draws a random event card with the Klingon insignia, he discards the card. It is not played.

Some of the cards require the player to remove fleet counters or to move them to certain locations. To help the player remember what to do, these cards may be kept face up by the player until all conditions on the card have been met. The card is then placed in the discard pile. Once conditions of the card have been fulfilled, ships return into play; Klingon ships returning are placed on any space in the Klingon Empire and Federations ships returning may be placed in any space within six hexes of Earth.

If all the random event cards have been drawn and the game has not ended, reshuffle the discarded random event cards and place them face down on the map for reuse.

Once a card has been used, it is placed in the discard pile.

The Cards

Klingon Cards

Political Move (x2) – Extremists within the Klingon Empire gain the upper hand...temporarily. The Klingon player may not attack during his present turn. He may defend and move. Discarded at end of turn.

Increased Production (x2) - Klingon player plays the card just before he rolls for production at the end of the year. It allows him to add one fleet counter in addition to the number rolled on the production table.

Klingon Political Turmoil (x1) - Klingon player rolls one die. The result is the number of fleet counters that must be moved and placed on Qo'nos. At the beginning of the player's next turn, roll one die. If the result is 4-6, ships are free to move. Repeat each turn until ships can move.

If the player does not have enough ships to move to fulfill the card, the player moves all the ships he has available. As an example, if the player rolls a 5, but he only has 4 fleet counters in play, he moves the 4 ships to Qo'nos. If the player has no ships to move, take one fleet unit from the discard pile and place on Qo'nos.

Counter Intelligence (X2) - Hold card until used. It is played when Federation plays Intelligence Coup card. It negates the effects of the Federation card.

Intelligence Coup (x2) - Player holds card face down and may play it at any point in the game but prior to combat being resolved. It adds a +1 to all die rolls to resolve combat. Once played, it is placed in the discard pile for the Klingon player.

Trouble on the Romulan Border – (x1) - Player moves three fleet counters already in play and places them off map to the right. At the beginning of the player's next turn roll 1 die; on a roll of 4-6, fleets may be placed on Qo'nos and move. Repeat each turn until ships return to Qo'nos and move.

If the player does not have the required number of ships to move, place ships available off the map. If no ships are available, draw three from the discard pile and hold off map.

Revolt in the Klingon Empire – (x1) The player places three fleet counters already in play on Qo'nos. They may not move this turn. On next turn roll 1 die; on a roll of 4-6, the ships may move. Repeat each turn until ships may move.

Special Rule: If the player does not have the required number of ships to move, place all ships in play on Qo'nos. If the player has no ships in play, the revolt succeeds and the game ends. The Federation player is declared the winner. The card can be negated if the Klingon player always keeps a fleet unit on Qo'nos.

Federation Cards

Increased Production – (X2) Federation player plays the card just before he rolls for production at the end of the turn. It allows him to add one fleet counter in addition to the number rolled on the production table.

Political Move (x2) - Pacifists within the Federation Council gain the upper hand...temporarily. The Federation player may not attack during his present turn. He may defend and move.

Federation Political Turmoil (x1) - Federation player rolls one die. The result is the number of Starfleet fleet counters that must be moved and placed on Earth. At the beginning of the player's next turn, roll one die. If the result is 4-6, ships are free to move. Repeat each turn until ships can move.

If the player does not have enough ships to move to fulfill the card, the player moves all the ships he has available. As an example, if the player rolls a 5, but he only has 4 fleet counters in play, he moves the 4 ships to Earth. If the player has no ships to move, take one fleet unit from the discard pile and place on Earth.

Counter Intelligence (x2) - Hold card until used. This card is played when the Klingon player plays his Intelligence Coup card. It negates the effects of the Klingon card.

Vulcan Political Tensions (x1) - Player places all Vulcan fleet counters in play on Vulcan. Ships may not move this turn. On the following turn, roll 1 dice. On a roll of 4-6, ships may move. Repeat each turn until ships can move.

If no Vulcan ships are in play, draw one from the discard pile and place on Vulcan.

Humanitarian Aid (x1) - Remove 1 Starfleet fleet counter from the board and place off map. On the following turn, roll 1 dice: on a roll of 4-6 ship may move. Repeat each turn until ship may move. If no Starfleet fleet unit is available, use any Vulcan, Andorian, or Tellar fleet unit in play. If none available, the card is ignored.

Intelligence Coup (x2) – The player keeps the card face down and may play it at any point in the game but prior to combat being resolved. It adds a +1 to all die rolls to resolve combat. Once played, it is placed in the discard pile for the Federation player.

Trouble on the Romulan Border (x1) - - The player moves three Federation fleet counters already in play and them along the Romulan border. The fleet counters may be Starfleet, Vulcan, Tellar or Andorian. On next turn roll 1 die; on a roll of 4-6, fleets may move away. Repeat each turn until ships can move.

If the player draws a card in a following turn that requires the movement of Vulcan, Tellar or Andorian ships, the player may do so. He then discards the Trouble on the Romulan Border card.

If the player does not have the required number of ships to move, place ships available off the map. If no ships are available, draw three from the discard pile and hold off map. These fleets will enter the game per the die rolls above.

Andor, Vulcan Tensions (x1) - Player places all Vulcan and Andorian ships in play on their respective home planets. They may not move this turn but may move the following turn. If no ships are in play the card is ignored and discarded.

Divided Tellar Government (x1) - Remove 1 Tellar fleet counter from the board and place it on the Tellar home world. On the following turn, roll 1 dice: on a roll of 4-6 ship may move. Repeat each turn until ship may move. If no ship is available, ignore the card and discard it.

Tellar, Andor Tensions (x1) – The player places all Tellar and Andorian ships in play on their respective home planets. They may not move this turn but may move the following turn. If no ships are available, ignore the event and discard the card.

Reinforcements

Fleet counters not placed on the map at the start of the game, as well as those lost during combat, are kept in a pile near each player. This pile becomes the pool of ships available during the Reinforcement Sub-phase as well as the Replacement and Production Sub-phase.

Reinforcements are checked during Turns 2, 3, 5, 8, 11 and 15 and are noted in yellow on the time record track. Before movement, each player consults the reinforcement table to determine how many fleet units enter the game, as well as space stations and outposts (Federation player only). These fleet units may be moved in the Movement Sub-Phase.

Klingon reinforcements are placed in any space within the Klingon Empire, or on any planet occupied by the Klingon Empire. Federation fleets may be placed on any planet within Federation space not occupied by the Klingon player. Vulcan, Tellarite and Andorian ships are placed on their home planets unless they are occupied by the Klingons in which case the reinforcements are lost.

Space Stations and outposts are placed on any hex within Federation space that does not contain a planet or Klingon Fleet unit, nor can they be placed next to a Klingon unit. If no counters are available as reinforcements then no counters are placed on the map.

Exception! Place the Ares, Constitution and D-7 counters in their own piles off map. These ships come into play in a different manner. See rules under Replacements and Production.

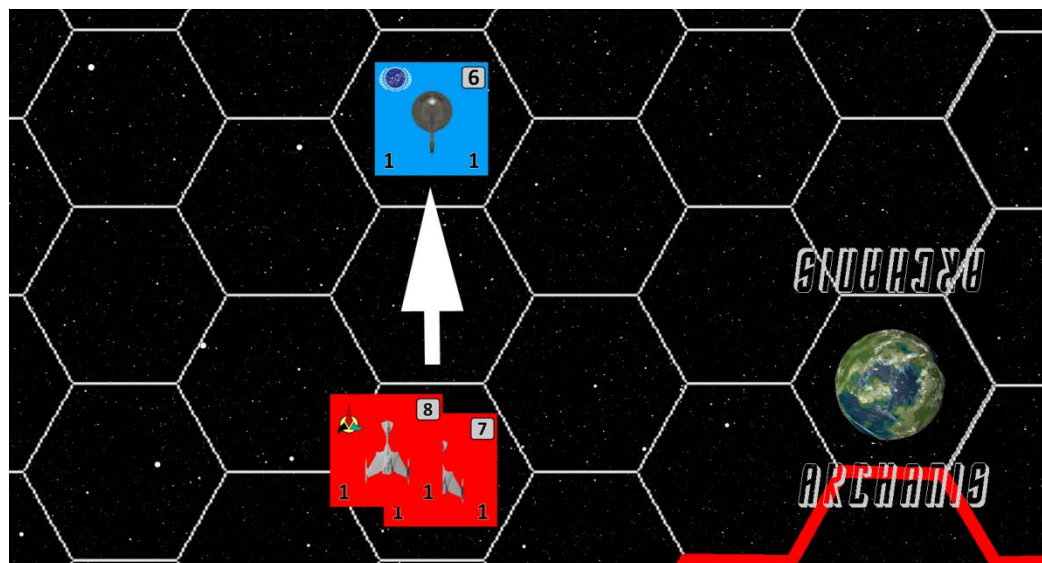
Movement

As stated earlier, strategic stance cards determine how many hexes a counter may move. Depending on the card drawn, it will be 2, 3, or 4 hexes. Each ship or stack of ships may move the allowed number of hexes. Stacks may be formed or broken at any time during movement. However, each unit may only be moved once. The exception is movement after combat.

Exception! Federation space stations and outposts may not move. Each hex entered costs 1 movement point. If a player enters a hex occupied by the opposing player (fleet units, planets, outposts, space stations) or owned planet, he must stop and conduct combat in the next sub-

phase. Any number of ships may occupy a hex.

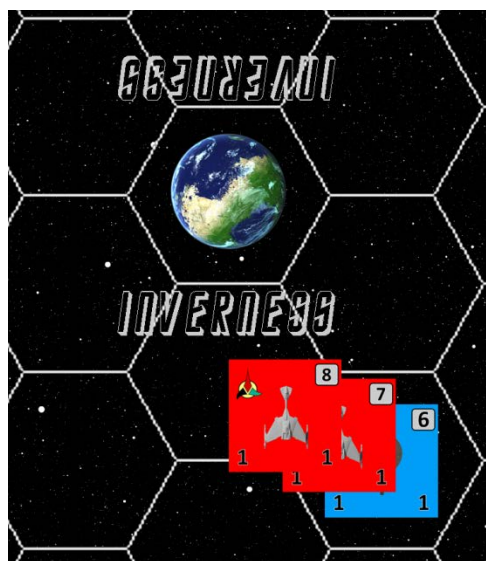
Example: The Klingon player is in a Normal Strategic Stance, so he has 3 movement points for his units on the



map. He elects to move his stack of units into the space occupied by the Federation Starship, ending his move for that stack.

Combat

Combat occurs after all movement is complete and a unit or stack of units is in a hex occupied by units or a planet controlled by the opposing player. Combat may consist of several rounds per stack and continues until one side is eliminated. The player who moved first fires first; then the defender fires next.



At least one side or the other must have all fleet units eliminated before a side can move their units from the hex: the player may move his stack up to two additional spaces as long as the space is unoccupied by enemy units or planets. This movement after combat is optional.

When combat ends for one stack repeat the procedure for other stacks on the board.

As an optional rule, players may break away from combat after the first round (each side has fired once) by moving into an adjacent hex not occupied by his opponent. If no hex is available to move into, then breaking away from combat is not allowed. Combat

continues per normal rules.

Each side will conduct combat, with the player whose turn it is being designated the attacker. First the attacker will determine the results of his attack, followed by the defender. Destroyed units are then removed from the stacks.

To conduct combat, total the attack factors of all units attacking. The defending player totals his defense factors. The attacker then subtracts the defenders total from his total. The difference is the column to be used on Table 4 Combat Results Table.

The attacker then rolls one die, adding any modifiers listed under the table to his die roll, and cross references the result with the column as determined above. The resulting number is the number of units lost by the defender. The defender then repeats the above steps. Once the results are known, fleet units eliminated during combat are placed to the side, and are used to fulfill replacement and production results.

Example: In the diagram above, the Klingon player is attacking with two units for a total of two attack factors. The defender has a defense factor of one. The Klingon player looks under the +1 column and rolls the dice, getting a four. There are no modifiers to apply so the roll stands. The defender loses one counter. The defender now rolls, using the -1 column ($1 - 2 = -1$) and rolls a

five. The Klingon player loses one ship. The destroyed ships are removed, leaving the Klingon player threatening Inverness. In this case, he decides not move after combat.

If the Klingon player attacks a planet, the planet defends with a value of one. A planet can only be attacked once per turn. The planet is defeated if the attacker's roll does not result in a "0" after all modifiers are applied. If the planet is not defeated, the attacking player may not move any further and must attack the planet in his next turn. When the planet is defeated, the Klingon player places an occupied marker on the planet. Planets have the option of making one attack on enemy units during the Federation player's turn but do so at a strength of "0".

If the Klingon player attacks a planet also occupied with Federation units, he must first eliminate the Federation units before attacking the planet.

If a Federation player enters a hex with only a Klingon occupied marker, the marker is removed and the planet/colony reverts back to Federation control. If the space also contains Klingon units, he must first eliminate the Klingon units in combat before removing the occupied marker. Removing the occupied marker costs no movement points.

Space stations and outposts function as ships during combat but have a zero value if involved in an attack. These units are built mainly for defense. As mentioned earlier, these units, once placed on the map, may not move for the duration of the game. When they are destroyed in combat, they are permanently removed from the game – they do not return.

Cards and Units Affecting Combat

Garth and Kharn Leader units, when stacked with fleet units involved in combat, provide a one column shift to the right on the combat results table and a +1 added to the die roll. As an example, if the differential to determine combat results is +1 and a leader is stacked with the attacking units, it becomes +2.

If an attacking player uses an intelligence card during a combat phase, a +1 is added to the die roll *for all attacks by the player for the turn*. Once the card is used, it is placed in the player's discard pile on the map.

If the Federation player has fleet units numbered 11, 13, 14, and 15 or 12, 13, 14, and 15 stacked together in the same hex where combat is taking place, then the Federation player adds one to the die roll during combat.

All modifiers used during combat are cumulative.

End of Turn – Replacements and Production

Replacements

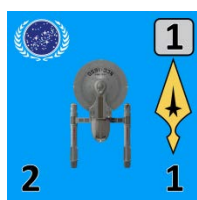
Replacements are units that have been activated for operations to replace units lost in combat. These represent training units or units being transferred from other sectors. To determine the number of replacement fleet units a player receives, roll one die and cross index the result with the column of your current strategic stance on Table 2. The resulting number is the number of units you receive. Klingon replacements are placed in any space within the Klingon Empire.

For the Federation player, he may pick any ship in his pile as replacements including Andor, Tellar and Vulcan ships. Federation fleet units are placed within one hex of any of the following planets – Earth, Vulcan, Andoria, Tellar and Axanar. Vulcan ships are placed on Vulcan, Andorian ships are placed on Andor and Tellarite ships are placed on Tellar. If any of the worlds are occupied by the Klingon player, then replacements for that specific race are not placed. If all the planets are occupied by the Klingon player, then the Federation player also does not receive replacements.

Production

Units entering the game via Production represent newly built units that have passed their shakedown cruises and have been upgraded to operational status. Prior to rolling on Table 5, the player may play an Increased Production Card if he possesses it. It will add one ship to the resulting die roll. Roll one die, cross index the result with the column of your strategic stance. The resulting number is the number of ships coming in to play, adding one more if the increased production card is played. Placement of ships is the same as replacement units.

Ares and Constitution Class Entry



The Ares counter represents the first starship designed as a combat vessel to counter the Klingon threat. At the end of the Federation player's Turn 6 and every turn thereafter until the ship arrives, he rolls one dice. If the player rolls a 5 or 6, the ship is placed on Axanar or any unoccupied hex surrounding the planet. Place the Garth counter – if available - with the Ares (identified with insignia on right of ship counter) by removing it from its current location. If the player is unable to place the Ares on or near Axanar, it is placed on Earth. After the placement of the initial Ares class ship, the Federation player places one Ares class counter per turn until all are placed on the board. If an Ares class ship is destroyed it is placed in the player's replacement pool.

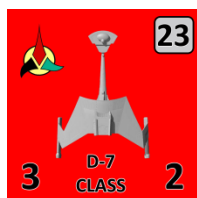
The Constitution Class starships represent the next generation of Federation Starships built for exploration with the ability to withstand combat. At the beginning of the Federation player's



Turn 9, he rolls one die. On a roll of 5 or 6, the class of ship begins to enter the game. He places one ship on Earth or any unoccupied hex surrounding Earth. Two turns after the entry of the first ship, he places his second Constitution class ship on Earth or any unoccupied hex surround Earth. If a Constitution class unit is destroyed it is placed in the player's replacement pool.

Both the Ares and Constitution Class counters may move in the player's next turn.

D-7 Class Entry



The D-7 class battlecruiser represents the Klingons' state of the art warship. At the beginning of the Klingon player's turn 8, he rolls one die. On a roll of 5 or 6, he places one D-7 unit within any hex of the Klingon Empire. He then places the Kharn counter – if available -- on this ship. On the turn after, he places his second ship and on the turn after that, places his third ship. The ships are eligible to move in the player's next turn. Should these ships be destroyed in combat, they are placed in the player's replacement pool.

Leader Counters

The leader counters represent Garth and Kharn, two influential officers involved in the Four Years War. During the set-up portion of the game, each leader counter may be placed with any fleet unit or stack of units. It remains with that unit or stack until killed in combat or transferred to the Ares class (Garth) and D-7 Class (Kharn). During combat, the leader units provide a one column shift to the right and add +1 to the die roll when resolving combat.

Leader units are killed when the unit or stack of units they are stacked with are eliminated in combat. When leader units are killed, they are removed from the game. They do not return.

End of Game and Declaring a Winner

Before players begin the game, they must agree which option they will use in determining the winner.

Option A: The game is declared over at the end of Turn of 16. The players total their points, with the Federation player subtracting his total from the Klingon total. The difference is then checked on the **Game Results Table** below to determine who the victor.

The Federation Player earns points in the following manner:

1. For each Klingon unit destroyed (except D-7), 1 point.
2. For each Klingon D-7 class ship destroyed, 2 points.
3. If Axanar remains in Federation control, 5 points.

The Klingon player earns points in the following manner:

1. For each Vulcan, Tellerite or Andorian ship destroyed, 1 point.
2. For each Ares or Constitution class ship destroyed, 2 points.
3. For each Federation planet in Klingon control (except Axanar), 1 point.
4. Axanar under Klingon control, 5 points.

Game Results Table

Difference	Result
2 or less	Federation Victory
3 to 6	Stalemate
7 or more	Klingon victory

Option B: The game is declared over at the end of turn 16. If at the end of turn 16 Axanar is not occupied (no occupied marker) by the Klingons, then the Federation player is declared the winner. If at the end of turn 16 Axanar is occupied (an occupied marker is present) by the Klingon player, then the Klingon player is declared the winner.

Setting up the Game for Play

Designate a player to shuffle the random event cards and place them face down on the designated space on the map.

First the Federation player sets up his units as follows:

1. Place four outposts in any hex along the Romulan border but within Federation space. Each must be placed in a separate hex.
2. Place four outposts in any hex along the Klingon border but within Federation space. Each must be placed in a separate hex.
3. Place five of the space stations in any hex in Federation space that does not contain a planet. They may not be placed along the Klingon or Romulan border nor may they be stacked with other units.
4. Place the Federation fleet units numbered 11,12,13,14, and 15 in any space within Federation space. The ships may be stacked together in any combination and number.
5. Place one Vulcan, Andorian and Tellerite ship on their respective home planets.
6. Place 1 Federation unit (except Ares class and Constitution class) within three hexes of the Romulan border.
7. Place 1 Federation unit (except Ares class and Constitution class) within three hexes of the Klingon border but not on a planet.

The Klingon player places the following units on the map.

1. Place Klingon fleet units numbered 1-8 in a stack on any space along the Klingon/Federation border but within the Klingon Empire.
2. Place Klingon fleet units numbered 9-12 in a stack on any space along the Klingon/Federation border but within the Klingon Empire. It cannot be placed in the same hex as the first stack.

Once set-up is complete, play begins. Enjoy!