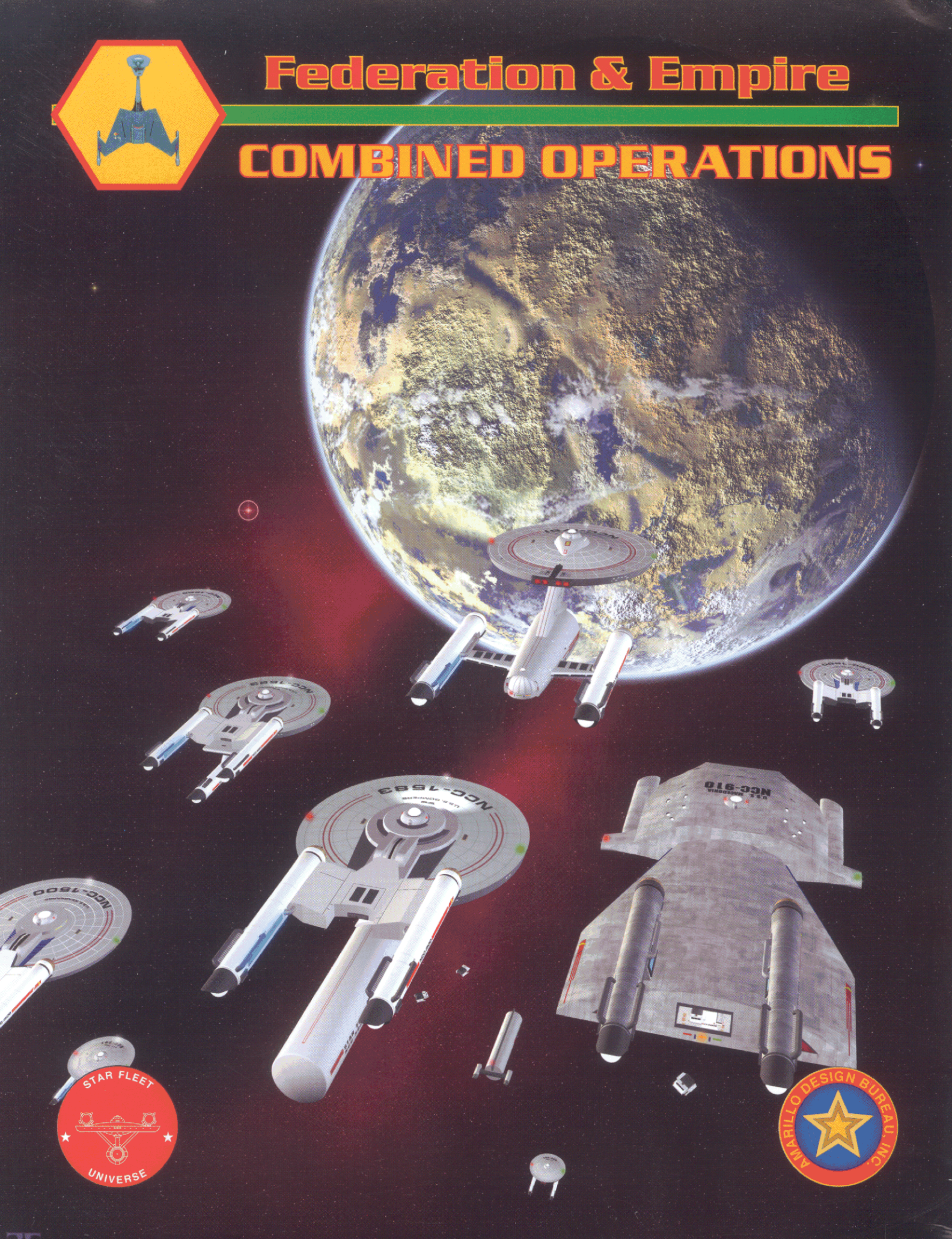




Federation & Empire

COMBINED OPERATIONS



COMBINED OPERATIONS

This product is a combination of two earlier F&E expansions: *Special Operations* (published in 1993) and *Marine Assault* (published in 1995). Both were part of the "Deluxe F&E" edition of that decade. After we completed the new edition 2000 of F&E and *Advanced Operations*, we set about to issue new rulebooks for the two old expansions mentioned and decided it was simpler to merge them into a single product. Combined Operations seemed a natural title. We added some new rules material and a new countersheet.

(107.0) INTRODUCTION

Being an expansion of the F&E game system, this product is designed to work with F&E-2K and cannot be used without it. With some minor glitches, it will work well enough with previous editions of the core F&E game.

Stasis Field Generators, Electronic Warfare, Light Tactical Transports, Monitors, and Special Units add unique and new capabilities to the game, giving players more things to use in accomplishing their mission.

Marines might seem out of place in a sweeping game of strategic space combat, but this is not the case. Marines are part of the combined arms team of every fleet. Marines are one more way to destroy those fixed defenses that stand between you and the planet you wish to attack. Having two ways to attack PDUs (and bases) gives you more flexibility, and being able to mount two attacks per Combat Round will step up the tempo of the offensive.

(107.1) COMPONENTS

A complete copy of Combined Operations includes:

- This rulebook.
- Four copies of Countersheet M, which was originally used in *Marine Assault*. Indeed, these counters in Combined Operations will say "Marine Assault" for many years as we use up existing inventory.
- One copy each of countersheets H, K, and L (originally from *Special Operations*).
- One copy of countersheet T+U, a new sheet of special play-aid counters created for Combined Operations.
- Maps for Sectors A and D, which are printed on covers for the two original products.
- Four new Fleet Charts with Set Up charts for one of the new scenarios on the back of each chart.

(107.2) NEW FLEET CHARTS

Four new Fleet Charts are provided:

- #1: Six Federation (Battle Fleet, Carrier Fleet One, Expeditionary Fleet, Reserve Fleet, Task Force Kosnett, Task Force Stocker), Alliance Fleet One, Alliance Fleet Two.
- #2: Four Kzinti (Olympus Fleet, Titan Fleet, Expeditionary Fleet, Constable's Fleet), Four Gorn (5th Fleet, 7th Fleet, Expeditionary Fleet, Vengeance Fleet)
- #3: Six Klingon (Northwest, Northeast, Southwest, Southeast, Imperial Reserve, Blue Fleet), two Coalition (Combined Fleet, Joint Fleet)
- #4: Four Romulan (Fleet of Rolandus, Fleet of Tiercellus, Tholian Border Squadron, Fleet of The East), Four Lyran (Golden Fang, Bloody Claw, Night Roar, Dark Storm)

These charts are used in the same manner as those in the basic F&E game, although of course they have two races per

sheet. The "Coalition" and "Alliance" fleets can be used for any race in those groups.

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(107.4) FACTORS ON THE COUNTERS

In Combined Operations, several new "special" symbols are used on some of the counters.

- = A single ship qualified to be a carrier escort.
- ▲ = This indicates an extra "half" of a fighter factor. This is ignored unless two ships with this symbol are in the same Battle Force, in which case the two "half" factors add up to one "whole" factor. This is used on some Klingon carrier pods and on Romulan WHs.
- C = Indicates that the ship is equipped with a cloaking device. This is used for Orion ships.
- S = Ship is subject to shock (311.2).
- A = Indicates that the ship has a Stasis Field Generator (312.0).
- G = Indicates that the ship has a ground combat force on board (521.21).

(107.5) COUNTERS

Five "EW Status" counters are provided on Sheet H, designated +2, +1, 0, -1, and -2. These can be used to record the current status of EW (313.0) in a given battle. Alternatively, several EW counters are provided on Sheet T+U. These can be used to mark scouts (particularly as some of them have several options for EW strength).

Markers are provided for the special Federation fighter squadrons, HDW and Tug missions, cloaked movement stacks, SIDs steps, marine battalion coins, out of supply, PF coins, battle hexes, and other self-explanatory uses.

Counters are provided for police ships, FRDs with fighter modules, Planetary ground bases, fighter modules, that wield Hydran supply tug, heavy fighters, and other things.

(107.6) SET UP CHARTS

Federation & Empire is a HUGE game, and simply setting it up can take hours. The charts provided for the scenarios will make light work of that chore by eliminating the major problem (having to look up the ships you need one at a time in the rulebook) and by reversing the process. Instead of noting the need for three CWs in the rulebook and sorting through counters until you find them, simply pick up any counter at random and scan across the set-up charts until you find a place to put it. Then pick up another. You will find (as our playtesters did) that it takes far less time to find the letters "CW" on the chart than it did to find a CW counter in the box. If you don't see a place for a particular counter, put it aside for the moment, and look at it again when you have done all of the other counters. When all of the boxes are full, the scenario is set up and ready to play!

Combined Operations includes one set of such charts for one of the two sector scenarios provided. These are printed on the back of the new Fleet Charts.

Note that while most boxes are separate, many are grouped in adjoining sets of three. You can fill these with three single-ship counters, or you can place one three-ship counter in the center box. We recommend that you turn such a "triple" counter at a 45° angle so that you'll know that the other two boxes are already "filled." Don't hesitate to put single-ship counters in the three boxes, but if you come upon a "triple," you might want to exchange it and use the singles elsewhere.

(107.7) NOTE ON BALANCE

The rules in Combined Operations are designed to be used as a set to maintain game balance. If you wish to delete or ignore some rules to simplify the game, you will need to adjust the game to maintain balance. The simplest way is to delete rules of equal effect on both sides.

The Klingon 77th and Kzinti 23rd Flotillas are equivalent in their effect on game balance.

The use of auxiliary carriers and SFGs are, roughly, balanced with each other in their effect on the outcome.

The pod and LTT rules are, effectively, neutral.

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**Dedicated to Christopher R Cole,
a loyal employee, brother, and friend.**

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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our web site.

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(300.0) COMBAT

Combined Operations introduces several combat rules.

(311.0) ADVANCED COMBAT RULES

(311.1) ADVANCED COMBAT TABLE

In order to more accurately portray the results of combat, and to provide for meaningful results of a die roll or Battle Intensity shift, players can use the Advanced Combat Coefficient Table. The Advanced Table should either be used in every battle or in none of them. Do not go back and forth between tables during the course of a game. The decision to use or not use this chart is dependent on the mutual agreement of the players (but it is highly recommended).

DIE	1	2	3	4	5	6
BIR=0	10%	12.5%	15%	17.5%	20%	22.5%
1	12.5%	15%	17.5%	20%	22.5%	25%
2	15%	17.5%	20%	22.5%	25%	27.5%
3	17.5%	20%	22.5%	25%	27.5%	30%
4	20%	22.5%	25%	27.5%	30%	32.5%
5	22.5%	25%	27.5%	30%	32.5%	35%
6	25%	27.5%	30%	32.5%	35%	37.5%
7	27.5%	30%	32.5%	35%	37.5%	40%
8	30%	32.5%	35%	37.5%	40%	42.5%
9	32.5%	35%	37.5%	40%	42.5%	45%
10	35%	37.5%	40%	42.5%	45%	50%

(311.2) SHOCK FOR NON-MAULERS

Certain counters have an "S" in the special functions position on the counter. These reflect ships subject to "shock" damage, literally having their hulls and systems shaken apart by the physical shock of firing too many weapons at any one time. Note that maulers are subject to their own version of the shock rules (308.42) and are not covered under these rules.

(311.21) BASIC SHOCK RULE: Whenever a ship subject to shock uses its full attack rating, the owner must roll two dice (at the end of the battle round) to see if it has suffered from shock damage. A result of 12 means that the ship is crippled. A result of 11 or less indicates no damage. Unless otherwise noted in the rules, if the ship uses a lower attack rating provided in the Ship Information Table, it will not be subject to shock. Ships crippled voluntarily or by Directed Damage do not roll for shock.

(311.22) SHIPS SUBJECT TO SHOCK: Those ships subject to shock, and the lower attack ratings which will avoid that effect, are listed in the Ship Information Table.

(311.3) EXPANDED COMBAT ROUND SEQUENCE

The addition of many new rules and procedures in this product has resulted in the addition of several new steps in the Combat Procedure. The original (302.0) procedure is summarized here, with the new steps noted:

(302.1) STEP 1: WITHDRAWAL BEFORE COMBAT

- 1A: Defender announces if he will withdraw.
- 1B: Attacker announces if he will oppose withdrawal. The defender's cloaked ships can try to evade (306.1).

(302.2) STEP 2: ACTION WITH BASES

- 2A: APPROACH BATTLE: Attacker offers approach battle (mandatory on first round); Defender accepts

or rejects; Battle (if any) is fought. See (306.3) if Attacker is using cloaked ships.

- 2B: BASE BATTLE: If battle is to be fought at the base, conduct it there.

(302.3) STEP 3: BATTLE FORCE DETERMINATION

- 3A: Organization of Available Forces.
- 3B: Flagship Selection and Command Rating Determination. Use command points to increase command limits (announce in 3D).
- 3C: Selection of units to be in Battle Force, including drone bombardment ships. This selection is announced simultaneously in 3D.
- 3D: Battle Force Deployed. Designate unit receiving Formation Bonus (308.7) and Scout Bonus (308.53). Reveal use of Command Points and Drone Bombardment. All done simultaneously.

(302.3X) STEP 3X: BATTLE INTENSITY

- 3X1: Each player selects a Battle Intensity Rating (304.1).
- 3X2: Offensive use of Cloaks (306.2) is resolved.
- 3X3: Intensity may be modified by (304.3) if that rule is in use.

(302.4) STEP 4: DAMAGE DETERMINATION

- 4A1: Assign SWAC missions (518.4).
- 4A2: Secretly make choices for †EW ships, SBs, and BATs, and reveal these simultaneously. Calculate the EW shift [(313.21) or (308.51)].
- 4A3: SFGs attempt to freeze enemy units (312.23) or friendly units (312.28). If a unit producing EW points is frozen, the EW shift is recalculated.
- 4A4: Shock ships (other than maulers) announce factors they will use (311.2).
- 4A5: Calculation of Combat Potential. Note possible effect of SWACs on drone bombardment.
- 4B: Roll die to determine Damage Coefficient.
- 4C: Determine Combat Damage Result based on BIR, die roll, and any shifts (e.g., EW, Wild SWAC).
- 4D: Adjustment for Minus points (308.2).
- 4E: Roll for SWAC survival (518.33).
- 4F: Determine if Attacker did sufficient damage in an Approach Battle to proceed to base (308.3).

(302.5) STEP 5: DIRECTED DAMAGE

- 5A: Attacker may select one Defender unit for Directed Damage and resolve this.
- 5B: Defender may select one Attacker unit for Directed Damage and resolve this.
- Exceptions to one-target limit: Pursuing player (307.4); Stasis Field Generators (312.212).
- 5C: Plus points are added (308.2).

(302.6) STEP 6: DAMAGE ALLOCATION

- 6A: Resolve general (non-directed) damage.
- 6G: Conduct Ground Assaults.
- 6S: Resolve shock for maulers (308.41) and non-maulers (311.21).
- 6X: Resolve Captured Ships.

(302.7) STEP 7: RETREAT

- 7A: Determine who will retreat (either or both may).
- 7B: Analyze available retreat paths.
- 7C: Conduct retreat in accordance with the rules.

(302.8) STEP 8: PURSUIT

- 8A: Determine pursuit Battle Force (307.2).
- 8B: Set up retreating Battle Force (307.3).
- 8C: Conduct pursuit battle (effectively repeating Steps 3X through 6).

(311.4) USE OF CALCULATORS

Some playing groups use calculators to resolve the calculations of (302.4) and round fractions to one or two decimal places when doing intermediate calculations such as those required by (518.43). This is allowed if all players freely and mutually consent without duress or pressure.

(312.0) STASIS FIELD GENERATORS

The Klingons (and only the Klingons) can build ships equipped with stasis field generators, known as SFG units. SFGs, as is well known to players of *Star Fleet Battles*, can stop time in localized areas, effectively (if temporarily) "freezing" enemy (or friendly) units. This can protect friendly units and allow Klingon ships to get into firing position on enemy units.

(312.1) PRODUCTION

Ships and starbases can be equipped with SFGs.

(312.11) SHIPS: One SFG is completed in the Spring turn of each year starting in Y169. (The one D7A "at start" was the prototype.) This SFG can be installed in a ship (or base, see below) as a "conversion" on that turn or any subsequent turn. This costs 3 EPs and can be done at any starbase. This can be done during construction, but is done as a conversion-during-construction and is not a substitution. See (312.3) for the available conversions.

(312.111) There is no provision to remove an SFG from a unit for use by another unit once it is installed, except (312.47). SFGs can be installed on overbuilt ships.

(312.112) No more than two SFG conversions (including bases) can be completed in any given turn, even using saved SFGs (312.13). Installing two SFGs on one B10 (or B8) or SB counts as two conversions.

(312.12) STARBASES: Instead of fitting a ship with an SFG, the Klingons can refit a starbase to use an SFG. Each SFG installed requires a tug or one LTT (the installation is treated as a base upgrade) and the payment of 3 EPs. [If the tug is destroyed while installing the SFG, the SFG and the 3 EPs are lost. If the tug retreats out of the hex, it takes the SFG with it, but the 3 EPs are lost.] SFG conversions are under the limits of (312.112); the SFG is "produced" at the time that the tug/LTT is assigned the mission. A starbase with an SFG installed is treated, for these rules, as an "SFG unit" even though it is not a "ship" for other purposes, and certain exceptions are noted in (312.26). (BATS cannot have SFGs.)

(312.121) The offensive combat potential, defensive combat potential, and EW factors of a starbase using an SFG are NOT reduced. The penalties of (312.24) do not apply to starbases.

(312.122) If the Attacker's battle intensity is less than 4, the SFG on the starbase cannot be used offensively. If there are no mobile defending units, and the Attacker picks both numbers (304.4), the SFG can be used if the combined total is 5 or more. Involuntary reduction of intensity by (304.3) does not prevent SFG use; involuntary increases by (304.3) might allow SFG use (if the attacker picks both numbers and the total reaches 5). See (312.262) for battle intensity requirements for non-base use of SFGs.

(312.123) In an approach battle (302.22) (which is fought at a distance from the base), the base cannot use its SFG.

(312.124) A starbase can have one or two SFGs. They can be installed at the same or different times. Each functions independently of the other. Players will have to keep careful records on the Base Status Form of their folio of which starbases have one or two SFGs installed.

(312.125) If there are four SIDS (308.82) scored on an SB, it cannot use its SFG. If the SB has two SFGs, one becomes non-functional after four SIDS and the other after 8. When the SIDS are repaired, SFG function is restored.

(312.126) An SBA cannot freeze an SAF targeted on PDUs.

(312.13) UNUSED SFGs can be saved and installed on later turns (even on a Fall turn), but no more than two SFG

conversions can be completed in any given turn (312.11). Ships produced from recovered booms (312.47) count under this limit.

(312.14) NO USE BY NON-KLINGONS: Non-Klingons cannot use SFGs. The Klingons cannot voluntarily sell or transfer the technology. If an SFG unit is captured, its SFG cannot be used and the capturing power does not acquire the ability to produce SFGs, but the Klingon Empire loses 10 EPs (paid immediately, even by deficit spending) to reflect the panic over such a loss and the wholesale execution of the entire chain of command up to theater level for their obvious incompetence. (No one receives the 10 EPs; they simply vanish. If two or more SFG ships are captured, the Klingons lose 10 EPs for each.) A captured SFG ship is treated by the capturing player as a standard ship of that hull type. The capturing player might even sell the ship back to the Klingons.

(312.141) Non-Historical Option: Players may, if all (including the Klingon player) agree, assume that production of SFGs is possible after capturing a Klingon SFG unit or after the Klingons transfer the technology. (Such transfer requires delivery of one "SFG conversion kit" by a tug or LTT using the rules for delivering EPs; the tug cannot deliver anything else simultaneously, and this reduces the number of "kits" available to the Klingons.) Races which have acquired the technology (and paid 5 EPs to analyze it) can produce SFGs at the Klingon rate and mount them on heavy cruisers (reducing the Attack Factor by 2) or starbases (no change in attack factor). Historically, no race except the Klingons was able to produce or use SFGs, even with captured examples.

NOTE: The rules are written with the assumption that only the Klingon player will have SFGs. If this non-historical option is used, many uses of the term "Klingon player" will have to be interpreted as "SFG-using player" for the rules to function.

(312.2) USE OF SFGs IN COMBAT

(312.20) SEQUENCE OF PLAY: The use of SFGs is conducted in Step 4A3 in the Combat Round Sequence. In most cases there is only one SFG unit involved, and the procedure is rather simple. In cases where more than one SFG unit is involved, there are additional functions to be performed. A ship out of supply can still use its SFG normally.

(312.201) SUB-STEP #1: Having already included an SFG unit in the Battle Force and having determined that the Battle Intensity [(312.122) for bases, (312.262) for ships] meets the requirements to use the SFG, the owning player of each SFG unit announces how many targets it will attempt to freeze and the identity of these targets. (If there are SFG units on opposing sides, this announcement is recorded secretly and in writing and the written records are revealed simultaneously.)

(312.202) SUB-STEP #2: Roll for each target ship under (312.231), with ships frozen treated as per (312.21).

If there are SFG-armed units on both sides, any attempts by two SFG-armed units to freeze each other (312.29) are resolved first.

If there are any attempts to freeze friendly units, these are then resolved.

The remaining attempts are then resolved one at a time in any order selected by the attempting player. [If the result is a randomly-selected ship, the procedure in (312.232) is resolved immediately.] If there are SFG units on both sides, each player then alternates (Attacker first) resolving one of the remaining attempts. If only one player has SFGs (or unresolved attempts), then these are resolved sequentially. If a given target is frozen by more than one SFG [or, through (312.231), by more than one attempt by the same unit], the subsequent successes are ignored, although the SFG unit remains under the penalties for having made the attempt. If

the designated target of a subsequent (as yet unresolved) attempt is frozen by an earlier attempt, the subsequent attempt must be resolved normally, with a -1 die roll modifier for (321.222); only if this results in a random or enemy selection will a different ship be targeted.

(312.21) FREEZING ENEMY SHIPS: Each uncrippled SFG unit in a Battle Force can attempt to "freeze" one (or more) ship(s) [or other suitable targets] in the enemy Battle Force during each Combat Round. The target is selected, and the procedures of (312.23) are resolved in Step 4A3 of the Combat Procedure (311.3).

(312.211) The frozen ship cannot be counted in the combat potential of the owning force, but is counted for command rating purposes (as the Battle Force will already have been selected at that point). If the flagship is frozen, there is no effect on command limits. If a unit with special abilities (e.g., a mauler) is frozen, those abilities cannot be used during the current Combat Round. For example, if a scout is frozen, its EW rating is used in Step 4A2, but the EW situation must be recalculated if the ship is frozen (as the EW would not function then). If a mauler is frozen, its ability to use Directed Damage more efficiently is lost. Functions which take place after the Combat Phase but which require a unit to survive the Combat Phase (e.g., a tug performing a base upgrade) are not affected if the unit in question is frozen during one or more Combat Rounds.

(312.212) The frozen ship can be attacked by Directed Damage at full effect (rather than half effect) and loses all other Directed Damage benefits (such as being a carrier escort). All frozen ships can be attacked by Directed Damage; these collective attacks count as the one allowed attack by that method per round. The owner can give up a frozen ship to resolve damage; this might reflect abandoning the ship during a tactical retreat. See (312.41) for mauler effects.

EXAMPLE: A Klingon B10A freezes a Federation CC and CA. The Klingon player then uses the 28 points of damage he scored as follows: 14 to destroy the CC with Directed Damage and 12 to destroy the CA with Directed Damage, leaving the Federation player to resolve the 2 remaining points.

(312.213) Note that as "rounds" in F&E can be days or weeks apart, there is no connection between SFG use during one round and subsequent use in a later round.

(312.214) An SFG unit cannot freeze a base, convoy, planet, or PDU. Other units (to be added to the game later) may be designated in their rules as being immune to stasis attacks. See (312.218) for several special cases. A tug or LTT setting up or upgrading a base could be frozen but the base could not. Construction would proceed unless the Tug or LTT was destroyed, captured, or retreated.

(312.215) An SFG unit cannot freeze a unit protected by the formation bonus, a free scout, or a unit (such as a carrier or drone ship) which is not actually in the Battle Force but is contributing to it in some way. See (312.27) when trying to freeze a member of a group.

(312.216) The fighters and/or PFs of the frozen ship operate normally. After the battle round, fighters can transfer to a carrier which was frozen during that battle round.

(312.217) Individual fighter factors and PFs (not "ship equivalents") can be frozen as "ships." Drone bombardment points cannot be frozen.

(312.218) Special cases (some are in future products):

Military convoys and Swarms are treated as convoys.

Special Attack Forces are treated as unbreakable groups (312.272) of three ships. While they contain many more, freezing three will disrupt their formation. They cannot be protected by defensive freezing.

Monitors, Auxiliaries, FRDs, and Police Ships are treated as ships.

The Klingon 77th and Kzinti 23rd PF units are treated as unbreakable groups (312.272) for purposes of SFGs.

See (312.4) for special interactions: Mauler, ISC Echelons, webs, EW, and single combat.

(312.219) In the event that the die roll in (305.1) indicates a ship has been captured, any ships which were frozen and then destroyed in the current Combat Round are assigned two numbers for purposes of the die roll to select which ship was captured.

(312.22) FREEZING TARGETS: An SFG unit can attempt to freeze one, two, or three ships (or other eligible units) in a single Combat Round. A ship with two SFGs can make up to six attempts. All attempts must be declared before any are executed.

(312.221) Consult the chart and find the section of the chart for the ship mounting the SFGs. Note that the smaller SFG ships have a lower chance of freezing multiple targets.

(312.222) Roll each attempt on its own line, e.g., a D7A making three attempts would roll the first on D7A-1 (where 1-2 would freeze the intended target), its second on D7A-2, and its third on D7A-3 (where a "6" is a "Total Disaster!"). A B10A making its sixth attempt in a given combat round would use the B10A-6 line (where a "6" is a "Total Disaster!").

STASIS SUCCESS TABLE

Ship Type	Target Frozen	Random Frozen	Defender Selects	Nothing Frozen	Total Disaster!
D5A-1	1	2-3	4-5	6	7+
D5A-2	1	2	3-4	5	6+
D5A-3	—	1	2-3	4	5+
D7A-1	1-2	3-4	5	6	7+
D7A-2	1	2-3	4-5	6	7+
D7A-3	1	2-3	4	5	6+
C7A-1	1-2	3-4	5	6	7+
C7A-2	1-2	3	4-5	6	7+
C7A-3	1	2-3	4	5	6+
C5A-1 C9A-1 C10A-1	1-3	4	5	6	7+
C5A-2 C9A-2 C10A-2	1-2	3-4	5	6	7+
C5A-3 C9A-3 C10A-3	1	2-3	4	5-6	7+
B10A-1 B8A-1	1-3	4-5	6	7	8+
B10A-2 B8A-2	1-3	4	5	6	7+
B10A-3 B8A-3	1-2	3-4	5	6	7+
B10A-4 B8A-4	1-2	3	4-5	6	7+
B10A-5 B8A-5	1	2-3	4-5	6	7+
B10A-6 B8A-6	1	2	3-4	5	6+
SBA-1	1	2-3	4-5	6+	—
SBA-2	1	2	3-4	5+	—
SBA-3	1	2	3	4+	—
SBA-4	—	1-2	3	4+	—
SBA-5	—	1	2-3	4+	—
SBA-6	—	1	2	3+	—

(312.223) In the event of a "Total Disaster!", the following effects are imposed on the SFG ship: no ships are frozen by that SFG ship in that round (even if previous die rolls said

otherwise) and the SFG ship has an attack factor of zero for that combat round.

(312.224) No more than one attempt can be made on each target by each SFG unit/starbase. However, the effects of (312.231) could result in a target being missed by one attempt and accidentally targeted by another; see (312.202) and (312.29). Also, two SFG-armed units could select the same target.

(312.23) TARGET SELECTION: It is not always possible to achieve a position from which the desired target can be placed in stasis.

(312.231) To reflect this, whenever a ship is designated as the target of a stasis attack, there is a possibility (see the chart) that some other ship, or no ship, will be frozen.

(312.232) The procedure for selecting a randomly-frozen ship is as follows. The Klingon player (or SFG-using player) selects three enemy ships (or other eligible targets), designating them #1, #2, and #3; the enemy player designates three of his own ships #4, #5, and #6. Roll one die after the ships are designated, and the result determines which ship is frozen. See the following rules for additional conditions.

(312.233) The Defender cannot select (312.232) the same targets as the Attacker unless all valid targets have been given a number. If there are fewer than six eligible ships, there may be some overlap in the lists created by the two players. If there are fewer than three, some ships must be given more than one number, but every valid target must have a number (or more than one). The Defender cannot select fighter factors or PFs (312.216). Neither player can select the original target of that attempt or a ship already frozen by another attempt.

(312.234) Neither player may (as part of this random system) select (312.232) an unbreakable group (312.272). If the unbreakable group is the only eligible target, there is no die roll and the attempt fails. Carrier groups are not unbreakable (see Carrier War).

(312.235) The Attacker may select (312.232) only one ship from a carrier group (312.271). The Defender may select only one ship from a carrier group. Note that because of (312.233), if the Attacker selects the smallest unfrozen escort (the only ship from the carrier group he can select), the Defender can only select the next smallest escort (or the carrier itself if there are no more escorts). If the attacker did not select a ship from the carrier group for the random selection pool, the Defender could only select the smallest escort.

(312.236) Individual fighter factors and PFs are not considered targets for purposes of (312.232) unless the Attacker selects them. Exception: SWACs on a mission may be assigned a number by the Defender (312.46).

(312.237) The SFG could target the "leader" unit created by (303.5). The owner must designate which ship is the leader.

(312.24) VULNERABILITY OF SFG UNITS: In any Combat Round in which the SFG unit uses its generator (even if no ship was frozen), the SFG unit can be attacked by Directed Damage at full effect (rather than the normal 2-to-1 ratio) to cripple and/or kill the unit; this does not count against the limit of one Directed-Damage attack (302.51). This is in addition to any penalties under (312.223). This penalty does not apply to a starbase (312.121). Maulers cannot use their special abilities against an SFG ship that used its SFG that round.

EXAMPLE: A D7A has a defense factor of 8. It requires 16 damage points to cripple with Directed Damage if it does not use the SFG, 8 damage points to cripple if it does.

(312.25) LIMIT ON SFG UNITS USED: No more than two SFG-equipped units can use their SFGs in any Battle Force and Combat Round. Note that B10As and starbases can carry

two SFGs, so it is possible to have an absolute maximum of four SFGs on one side of a given battle.

(312.26) RESTRICTIONS ON SFG UNITS: An SFG unit is not required to use its SFG, in which case it would be treated as a normal unit.

(312.261) An SFG unit cannot use its SFG unless there are two other ships in the Battle Force (not counting any ships using SFGs or maulers). If two SFG units are using their SFGs, there must be four other ships in the Battle Force (not counting any ships using SFGs or maulers). These "accompanying" ships do not lose any of their combat factors or abilities. The same ships cannot "accompany" both a mauler (308.43) and an SFG unit. Ships which are part of groups can "accompany" either maulers or SFG-ships.

Ships which "escort" a Ground Combat Ship cannot also "accompany" mauler or SFG ships. Ship equivalents of fighters (501.9) and PFs (502.46) can replace a ship. Crippled ships count as half of a ship for this purpose.

SFG SBs do not require accompanying ships.

(312.262) An SFG unit cannot use its SFG unless the Battle Force it is part of selected a Battle Intensity of at least 3. Involuntary reduction of intensity by (304.3) does not prevent SFG use; involuntary increases by (304.3) might allow SFG use (by increasing intensity). (If the variable die roll produces a plus-modifier to BIR, the SFG player gets the benefit of it.) If the SFG user is in a position to select both BIRs (304.4), both must be 3 or 4. (Involuntary increases that push the total to six or beyond allow SFG use. These count only once even though the player is selecting both BIRs.) If the enemy is selecting both BIRs, this restriction is ignored. Starbases are under separate restrictions (312.122) from "ships" equipped with SFGs.

(312.263) An SFG unit cannot use its SFG if it is crippled or using the formation bonus. Starbases see (312.125).

(312.264) SFGs cannot be used by the pursuing force in pursuit battles except when pursuing "slow" units (302.742). If used by the pursued force, the SFG unit (and all friendly frozen ships) will be automatically destroyed at the end of the Combat Round (if not already destroyed in it) if any uncrippled pursuing ship survives the Combat Round. [The SFG ship could be given up to resolve damage, or targeted by Directed Damage. As it is destroyed, it would be subject to a capture attempt.] SFGs cannot be used by either force in a fighting retreat (302.77).

(312.265) If an SFG unit is part of a "group" (e.g., B10V), it can be attacked as an individual ship when using the SFG, and the full penalties of (312.24) and (312.22) apply.

(312.27) GROUPS

(312.271) When freezing ships of a carrier group, only the smallest (in terms of current defense factor) unfrozen escort can be targeted (312.23) or selected by the attacker for random targeting. The defender can only select the smallest unselected ship. Unfrozen ships of a carrier group with frozen escorts cannot be targeted by Directed Damage in addition to the frozen ships because of the limits on the number of attacks and which escort can be attacked. (Any ship of a friendly carrier group can be defensively frozen, but the resulting group is treated as above, i.e., as if the ship was not part of the group.)

(312.272) When freezing ships of an "unbreakable" group (e.g., a Tholian CPC group), the entire group must be frozen, but each as an individual ship. Note that as some unbreakable groups consist of two or three ships, the group will count as a like number of targets under (312.22), and no other targets can be frozen. In this case, only one die roll is made under (312.231) for the entire group (using the "two target" row), and if this attempt fails, only one other random (312.232) target may be frozen. Remember that carrier

groups are NOT unbreakable groups. When a future product provides individual ship counters for these truly "unbreakable" groups (e.g., CPC, FE), the ships can be individually frozen. Note that a "Total Disaster!" result could yield additional penalties and problems for the stasis ship.

(312.28) DEFENSIVE USE: An SFG unit can freeze one or more eligible friendly units. An SFG unit using multiple targeting (312.22) can freeze a maximum total of three units (total friendly and enemy). All restrictions of (312.21) as to units which can and cannot be frozen apply to the selection of a friendly ship to be frozen. An SFG unit cannot freeze itself, and a frozen SFG unit cannot freeze anything else.

(312.281) Defensive freezing of friendly units is always successful; there is no die roll as per (312.231). No specific BIR is required by the freezing player.

(312.282) The frozen friendly ship cannot be attacked at all, by any means. Its Combat Potential is not added to the Battle Force, and all of its special abilities (EW, drone, etc.) are non-functional for that Combat Round. If the frozen ship was a tug or LTT performing a repair or upgrade function, this function is not interrupted by being placed in stasis. The fighters and PFs of a frozen unit function normally except for those on an FRD, which do not. The frozen ship can be voluntarily crippled or destroyed to resolve damage. A frozen special unit (scout, commando ship, whatever) could not perform its combat mission on the combat round it is frozen but (if it survives) could do so on a future combat round (if not frozen then).

(312.283) The SFG unit is subject to the penalties of (312.24) and (312.22).

(312.284) If an SFG is used to defensively freeze (and thereby protect) the smallest escort of a carrier group, that escort is then ignored for purposes of (312.271) attacks on the group.

(312.29) SIMULTANEOUS USE: While there is no provision in historical F&E for non-Klingons to acquire or use an SFG, should such an event occur (312.141), it is possible that two SFG units could try to freeze the same target (or each other) simultaneously. It is also possible for two SFG units on the same side (312.224) to try to freeze the same unit.

(312.291) If two SFG units try to freeze each other, and/or successfully select each other under (312.23), each rolls a die. (Roll again if there is a tie.) The SFG unit with the higher die roll has frozen the other and is not, itself, frozen.

(312.292) If two SFG units (not part of the same alliance) try to freeze the same target, after the effects of (312.23), use the procedure in (312.291) to determine if the target is "offensively" or "defensively" frozen. In either case, both SFG units are deemed to have used an SFG and are under the various penalties and restrictions.

(312.293) If an SFG unit is frozen, it cannot freeze any other unit, and any units it has frozen are released. If attacked, it is treated as a frozen non-SFG unit.

(312.3) AVAILABLE VARIANTS

(312.31) VARIANTS: There are several variants available with SFGs in Combined Operations. They are marked with an "A" in the special functions position on the counter. (The installation of an SFG on a ship or base is public knowledge.) These variants include:

B10A: Converted from B10; see (312.321).

C9A: Converted from C8.

C7A: Converted from C7.

D7A: Converted from D7.

D5A: Converted from D5.

SBs can also be equipped with SFGs.

Romulan conversions of these units cannot have SFGs.

Conversions of SFG units lose the SFG.

Crippled SFG units lose all ability to operate SFGs even if they previously had two of them.

Additional SFG units are in Advanced Operations, including the C5A. The B8 and C10 in AO can be converted into stasis variants but no counter is provided.

(312.32) B10 BATTLESHIP: While the B10 was designed to carry SFGs, these were not necessarily installed when the ships were first completed.

(312.321) The B10A can carry one or two SFGs. To install two SFGs at the same time, you must have saved an uninstalled SFG kit from a previous turn. It costs 3 EPs to install an SFG on a B10A (or B8A in Advanced Operations), or six EPs to install two of them (but this is treated as a single minor conversion). If one SFG is installed, the second could be installed on a later turn (or never).

(312.322) If a B10A is built with only one SFG, players will have to keep careful records of this so as not to confuse it with another B10A that has two SFGs.

(312.323) The B10V and B10S, and the B8, can carry one or two SFGs, installed in the same manner as a B10A.

(312.4) INTERACTIONS

The rules for SFGs are complex, and their interactions with other rules are more so.

(312.41) MAULER INTERACTION: Mauler and SFG effects are cumulative, effectively allowing a mauler to score two points of damage for each actual damage point, up to the limit of its attack factor. [See also (312.261) for interaction of the requirements for accompanying ships. Note that (308.44) is still in force, limiting one mauler attack per round.]

EXAMPLE: A Klingon D5A freezes a Kzinti DN (no formation bonus), and an MD5 is available to fire. It would normally take 24 damage points to cripple the DN (36 to destroy it outright), but because it has been frozen, this is reduced to 12 (and 18 to destroy it). The availability of the 7-point MD5 mauler, however, makes it possible to score (effectively) 14 points from the MD5 alone (using 7 actual points), enough to cripple the DN and (with 4 points from other ships) destroy it outright (using only 11 total damage points).

(312.42) ECHELON INTERACTION: Core ships of an ISC echelon cannot be frozen unless all non-core ships are frozen.

(312.43) WEB INTERACTION: SFG ships not "in the web" (512.3) cannot use their SFGs against Tholian ships defending a webbed base or planet. In the case of an SFG ship in the web, the Tholian player would select ships #2-#6 in (312.232). Ships in the web can be frozen, but a frozen ship could not be pulled out of the web.

(312.44) EW INTERACTION: Combat Electronic Warfare (313.0): The die roll shift in (313.231) is calculated. If the shift is in favor of the Klingons, it is ignored. If it is in favor of the enemy, it is added to the die roll.

(312.45) SINGLE COMBAT: An SFG can be used in single combat (310.0). In such a case, the SFG ship rolls one die. If the result is a 1-2, the enemy ship is frozen and the die roll in (310.1) is shifted by 2 in favor of the Klingon. If the result of the SFG die roll is 3-6, the SFG does not freeze the target and the die roll in (310.1) is shifted by 2 in favor of the enemy. This is an exception to (312.261).

(312.46) SWACS (518.0) can be frozen as ships can, but they can only be frozen by accident (312.232). The non-Klingon player is never required to assign a number to a SWAC, but

may voluntarily do so. If a SWAC is frozen, its assigned mission is cancelled (drone attacks affected by a frozen wild SWAC revert to full effectiveness). A frozen SWAC requires only 2 damage points to kill (1 with a mauler).

(312.47) SALVAGE: Whenever an SFG unit is destroyed, roll one die, and if the result is a "6," the boom has survived and been recovered, providing the "kit" for a future SFG conversion. This does not apply in the case of ships lost when out of supply, on expeditions, or adopted by allied races (or to starbases). In any case, the normal salvage (439.0) is received as per the rules.

(312.5) OPTIONAL ALTERNATIVE RULE

The rules provided in (312.2) through (312.3) are correct and accurate, but very difficult to actually play. Those willing to accept some loss of "realism" in exchange for a simpler system may use the following rule instead:

In the first step (Step 4A3) in the Combat Round Sequence, both the Attacker and Defender select two ships. The Attacker designates his selections as #1 and #2; the Defender designates his selections as #3 and #4. Rules (312.214) through (312.218) and (312.27) apply to the selection of a target.

After this designation, roll one die. If the die roll is 1–4, the designated target ship with this number is destroyed. If the die roll is 5 or 6, there is no effect. After this procedure, the SFG ship is automatically destroyed unless the die roll was a "1" or a "6," in which case the ship survives but remains in the Battle Force (but is not easier to hit with Directed Damage). Thereafter, resolve the Combat Round by the normal rules.

CONTRIBUTORS: This was one of the most complex rules developed for F&E. The following people contributed to the design process: Stephen V Cole, Steven P Petrick, Owen Riley, Bill Walter, Scott McConnachie, Felix Hack, Tony Zbaraschuk, David Zimdars, Scott Mercer, Chris Cafiero, Bruce Walton, Keith Rogers, Neil Heckt, Stewart Frazier, Robert Mantzel, James Chou, Marc Elwinger, Andrew Patterson, G Ernest, Todd Dillen, Chris Osborne, Bill Heim, David Jensen.

(313.0) ELECTRONIC WARFARE

The use of scouts in combat in the basic F&E rules is covered under rule (308.5). With *Combined Operations*, scouts are treated in considerably more detail. Rule (313.0) replaces rule (308.51). Players may, by mutual consent, ignore (313.0) and continue to use (308.51).

(313.1) EW RATING

Each scout is rated for its EW capability. Its EW factor is not printed on the counter, but is listed in Annex (761.0) and in the Ship Information Table. These EW factors are generally based on the ship as represented in the *Star Fleet Battles* game system and account for relative energy availability and the number of sensor channels.

(313.11) Crippled scouts without the ♦ symbol (on the crippled side) have a rating of zero (205.31). Note: Starbases and BATS have EW when crippled; see Annex #761. Some X-ship scouts in Advanced Operations retail EW capabilities when crippled.

(313.12) Some scouts have a choice of two (or more) scout ratings, with the higher one reducing the combat factor. This choice is made in Step 4A2. See (313.3).

(313.2) EW IN COMBAT

Each side in a given battle hex may include one or more units with scout capabilities within its Battle Force.

(313.21) To determine the EW effect on a given battle, total the EW factors of the scouts for each side's Battle Force. Subtract the smaller factor from the larger one. (If neither side has scouts, or if the result is zero, this section can be ignored for that Combat Round.) The resulting number is the Net EW Point Total or NEWPT. The NEWPT is then entered into the chart below to produce a die-roll shift. The die-roll shift is applied to the die roll of the player at a disadvantage. The die roll cannot be reduced to less than one.

NEWPT	DIE-ROLL SHIFT
0–1	None
2–4	–1
5 or more	–2

(313.22) EXCEPTION: If one side has a scout and the other does not, a NEWPT of 1 will produce a -1 shift.

(313.3) ARMED SCOUTS

Most scouts have relatively few weapons, but some are heavily armed. Because (in the *Star Fleet Battles* system) the firing of many types of weapons temporarily blinds the channels, some scouts must make a deliberate decision on whether to sacrifice offensive potential. Those scouts are listed on the SIT with two or more attack/EW levels. Scouts not marked with a symbol can use their full offensive potential without reducing their EW capability.

(313.31) Some scouts have a choice of two attack-EW levels, which is made during (302.4) Combat Round Step 4A2. This choice is made secretly (in writing) and revealed simultaneously (along with SB and BATS choices below).

Reduce their attack factor by the amount listed in Annex 761 and keep their EW rating.

–or–

Reduce their EW rating to 1 and keep their attack factor.

(313.32) Ships not part of the Battle Force [e.g., those performing drone bombardment (309.0), carriers sending their fighters forward (501.4), PFTs sending their PFs forward (502.4)] cannot provide EW points.

(313.33) Starbases and BATS have a range of choices between relative levels of EW ratings and attack factors. This is selected in Step 4A2 of each Combat Round.

(313.34) Fighter and PF factors are not reduced by the decisions of (313.3).

STARBASE EW FACTOR vs ATTACK FACTOR

EWf:	1	2	3	4	5	6
ATTACK:	36	30	24	18	12	6
ATTACK-Kzinti:	36	30	24	18	18	18
ATTACK-Fed-Klg:	36	30	24	18	12	12

CRIPPLED STARBASE EW FACTOR vs ATTACK FACTOR

EWf:	1	2	3
ATTACK:	18	12	6
ATTACK-Kzinti:	18	12	9

BATS EW FACTOR vs ATTACK FACTOR

EWf:	1	2	3	4
ATTACK:	12	9	6	3
ATTACK-Kzinti-Fed-KIng:	12	9	6	6

CRIPPLED BATS EW FACTOR vs ATTACK FACTOR

EWf:	1	2
ATTACK:	6	3
ATTACK-Kzinti-Fed-KIng:	6	4

Note: Data on the EW strength of scout ships has been transferred to the Ship Information Tables.

(400.0) ECONOMICS

Two new economic rules are presented in Combined Operations. Commercial convoys reflect trade between allied races, and Base Stations are used in some scenarios set before the time of the General War.

(443.0) COMMERCIAL CONVOYS

The various races in F&E trade with their allies in both peacetime and wartime. Trade (in effect) increases the wealth of both races involved, since each is able to obtain things from the other at costs lower than it can produce them itself. (If the Federation sends the Gorns a squadron's worth of warp booster packs which it can build for 60 million credits but which the Gorns cannot build for themselves for less than 80 million credits, and the Gorns in return send the Federation a set of plasma torpedo launchers which cost them 60 million credits but which the Federation cannot build for less than 80 million credits, then both nations are about 18 million credits ahead after paying the shipping costs). This trade is reflected in F&E by Commercial Convoys.

In peacetime, the value of these convoys is absorbed by the civilian economy, but in wartime it goes directly into the racial treasury.

(443.1) LIMITS

(443.11) ALLIANCE: The Alliance has two Commercial Convoys, one of which travels between the Federation and the Kzintis, the other of which travels between the Federation and the Gorns.

(443.12) COALITION: The Coalition has two Commercial Convoys, one of which travels between the Klingons and the Romulans, the other of which travels between the Klingons and the Lyrans.

(443.13) PRODUCTION: Races (or alliances) cannot build additional Commercial Convoys beyond those allocated by this rule, but can replace destroyed Commercial Convoys (at the stated cost of five EPs).

(443.14) OPTIONAL: The Alliance has a third Commercial Convoy that travels between the Gorns and Kzintis, and the Coalition has a third Commercial Convoy that travels between the Lyrans and the Romulans. The Alliance may form a fourth Commercial Convoy (although no counter is provided) which can travel between the Federation and Hydran grids, but it is unlikely that this route will be practicable.

(443.15) FREE CAMPAIGN: In the case of a free campaign, allow any two allied races to operate a single Commercial Convoy between them, up to a maximum of two Commercial Convoys per alliance (three if both alliances agree).

(443.2) OPERATIONS

(443.21) SPEED: Each Commercial Convoy is a counter which moves on the map at the speed of a convoy (two hexes per operational movement phase). Commercial Convoys cannot use Strategic Movement. Commercial Convoys retreat as per the "slow unit" rules (302.742) but only two hexes and they cannot deliver their supplies during Retreat movement. If a Commercial convoy retreated to a valid destination starbase, it would have to remain there without moving on its next Operational Movement Phase in order to "arrive" and "deliver" its supplies.

(443.22) OFF-MAP: Movement between adjacent off-map areas takes four entire turns (Gorn to Fed to Kzinti = 8 turns). This does not count against the Strategic Movement capacity of any race.

(443.23) COMBAT: Commercial Convoys have no attack factor and have a defense factor of 10. They can be attacked and destroyed; they have no crippled side. If destroyed, it can be rebuilt (443.31). Commercial convoys cannot enter a hex containing enemy units, including pirates.

(443.24) RAID: If a Commercial Convoy is attacked by a raider (314.0) then rather than resolving combat between the raider and the Commercial Convoy, the raiding player may roll one die and a number of EPs equal to the die roll is deducted from the next delivery; these points are lost and go to no one. Multiple raids could produce up to a maximum of ten lost EPs, and the convoy would still have to complete its trip (or be disbanded) before it could begin another one. Each escort (up to three) for the commercial convoy reduces the loss by one (but not below zero).

(443.25) OTHER: Commercial Convoys, like other convoys, cannot be captured and produce no salvage when destroyed.

(443.3) COST

(443.31) COST: Commercial Convoys do not cost anything to initially build. They cost 5 EPs to replace if destroyed by enemy forces. Either of the partner races can pay this cost; the replacement is put at any primary grid starbase of the race that paid for the replacement.

(443.32) CAPACITY: Commercial Convoys cannot carry anything (other than the trade goods which do not really appear in the game system). You do not have to load them with EPs before they begin their travels.

(443.33) OTHER CONVOYS: Commercial Convoys cannot provide supplies as regular convoys could. Commercial Convoys cannot be converted into other types of convoys.

(443.34) DISBANDING: A Commercial Convoy can be disbanded during the Production Phase in order to restart a new convoy in a less dangerous area, but this is treated as destruction of the convoy and it costs 5 EPs to replace it.

(443.4) SCHEDULE

(443.40) AVAILABLE: Each Commercial Convoy can operate between trading partner when scheduled below, but only a partner at war gets the EPs. Commercial Convoys are not affected by the Economic Exhaustion of either trading partner.

(443.41) COALITION: The Coalition will place their first Commercial Convoy on the map at any Klingon starbase on Turn #1 and it may then begin movement to a Lyrans starbase. When the Romulans enter the war, a Commercial Convoy is placed on any Romulan starbase and begins movement toward a Klingon starbase. (The optional third Commercial Convoy would be placed on a Lyrans starbase on the same turn and begin movement toward the Romulans.)

(443.42) ALLIANCE: The Alliance will place the Fed-Kzinti Commercial Convoy on any Fed main-grid starbase on the turn that either enters the war (even limited war, historically Turn #1); it will begin movement to the Kzintis. On the turn when the Federation or Gorns enter the war, the Alliance places its second Commercial Convoy on any Gorn starbase from which it begins its movement toward the Federation. The

optional third Alliance Commercial Convoy would be placed on any Kzinti starbase and begin its movement toward the Gorns when either the Federation or Gorns enter the war. The Federation can place the Fed-Hydran convoy on any of its primary grid Starbases when the Federation and Hydrans are both at war.

(443.5) BENEFIT

(443.51) GOAL: A Commercial Convoy's goal is to reach a starbase in the main supply grid of the other trading partner (from the one it just left). It can only be placed on or move between starbases of the *main supply grids* of the partners. Upon arrival at a qualified starbase of the second race, the Commercial Convoy must stop; the "receiving" race immediately receives 10 EPs to represent the trade. (This does not count against the transfer rate of either race.) On the next turn, the Commercial Convoy reverses its direction and heads back toward the other race. Commercial Convoys can enter Neutral Zone hexes but cannot enter the territory of a neutral race, or a hex containing enemy warships.

(443.52) STARBASE: A Commercial Convoy can deliver its bonus EPs to any Starbase of a main supply grid, whether or not it is on the map or in an off-map area.

(443.53) PARTNER RACES: A given Commercial Convoy is linked to the two designated partner races and cannot deliver EPs to any other race. If it sets out from one race, e.g., the Gorns, fails to reach the second, e.g., the Federation, and later returns to a Gorn supply node, there is no EP gain for either race. A Commercial Convoy cannot deliver EPs to a starbase within three hexes of the starbase where it began its trip.

(444.0) BASE STATIONS

Base stations were originally deployed along most national boundaries, but had been replaced by Battle Stations before the General War. (Some "interior" BATS may be BSs; this could be designated in EcoWar.) Players might choose to build base stations as they are cheaper than Battle Stations.

Combat factors: 10(6)/5(3).—*Chuck Strong*

(444.1) DEFINITION

(444.11) BASIC FUNCTION: Base stations function as Battle Stations (BATS) except for the differences noted herein. Base Stations function as supply, strategic movement, and retrograde points and provide extended reaction. Base stations are worth one-half of a BATS in victory calculations, but otherwise cannot replace BATS in victory requirements.

(444.12) REPAIR: Base stations have a repair capability of two repair points per turn (enough to repair a frigate) until Y170, and is then increased by Repair Modules (a future rule) to three points in Y171. With record keeping, a base station could apply repair points to a given unit (which must remain in the hex) over two or more consecutive turns.

(444.13) SUPPLY: A Base Station not in supply can hold only 24 ship-turns of supplies, rather than the infinite number of (410.4), each enough to supply one ship for one turn. If the base regains a supply source, these 24 ship-turns are automatically refilled. The owning player may issue these supplies to whatever ships of his own race in the hex he decides to supply; it cannot replace fighters.

(444.14) EW: Base stations have an EW rating of two; the rating is reduced to one EW if the BS is crippled.

BS EW FACTOR vs ATTACK FACTOR

EW:	1	2
ATTACK:	10	5
ATTACK-Kzinti-Fed-KIng:	10	10

CRIPPLED BS EW FACTOR vs ATTACK FACTOR

EW:	1
ATTACK:	5
ATTACK-Kzinti-Fed-KIng:	5

(444.15) DAMAGE: Base stations can be crippled with two SIDS steps (5 points if voluntary); crippled base stations cannot use SIDS.

(444.16) LOCATION: Base stations set up in multi-planet hexes must be designated as to the specific planet they are set up near (same as the MB being converted). If set up in the same hex as an existing base, note if they are both in the same system. Base stations can be built in allied territory only with the permission of the host race (433.412). Base stations can be built in conquered territory even if an allied race conquered that particular area.

(444.2) CONSTRUCTION

To construct a base station use one of these two methods. Construction of a base station is under all restrictions on the construction of a battle station. They can use (441.21).

(444.21) REMOTE SITE: Use the procedure to upgrade a Mobile Base (433.41) deployed in that hex, but the cost is 5 EPs for the Base Station plus 6 EPs for the fighters. One LTT or Tug is sufficient.

(444.22) PLANET: Any undevastated planet owned by a given race may build its own base station without the assistance of a tug. This uses the Mobile Base upgrade procedure (433.41) and requires that a mobile base be previously set up in the planet's hex, but costs 6 EPs for the base upgrade plus 6 EPs for the fighters.

(444.23) FIGHTERS: Base stations had fighters from the time that the owning races had them (which generally dates from the time of the Four Powers War, although the Hydrans had them from Y135). Base Stations built prior to the fighter introduction date for their respective races do not have fighters. Adding fighters to a Base Station without them requires an LTT or Tug one turn (as any base upgrade) and costs one EP plus the cost of the fighters.

(444.3) UPGRADING BASE STATIONS

(444.31) BASIC: Base stations can be upgraded to battle stations for four EPs; follow the procedures set in (433.41) using only one Tug or LTT. They cannot be upgraded on the turn they were built. A Base station cannot be upgraded to a Starbase without first being upgraded to a battle station, and cannot receive both upgrades on the same turn.

(444.32) RESTRICTIONS: Upgrading a base station to a battle station is under all restrictions of upgrading a mobile base to a battle station.

(444.33) X-VERSIONS of Base Stations are not available.

(500.0) SPECIAL RULES

These rules cover things that do not neatly fit into the basic categories of combat, movement, or economics.

(513.0) SPECIAL UNITS

(513.1) AUXILIARY CARRIERS

Auxiliary carriers are modified freighters able to operate fighter squadrons. While fighters operating from these auxiliary carriers are as effective as any others, the ship itself is slow and extremely vulnerable. Auxiliaries are primarily used in defensive roles and to feed fighters forward to fleet carriers.

(513.11) PRODUCTION

(513.111) Those auxiliary carriers in the original fleets of various races are listed in their Orders of Battle.

(513.112) Each race can produce one auxiliary carrier per turn *when AT WAR* (not including Limited War). Only one of these (each year) can be a large auxiliary carrier. This is not on the production schedule and does not detract from other carrier builds. Free fighter factors can be used for auxiliary carriers. Auxiliary carriers cannot be produced by over-production.

(513.113) There are two types of auxiliary carriers.

Small auxiliary carriers (SAV) cost 2 points (plus six for the cost of the fighters). No race can have more than four (Feds, Klingons, and Kzintis can have six, Hydrans five).

Large auxiliary carriers (LAV) cost 4 points (plus 12 for the cost of the fighters). No race can have more than three (Feds, Klingons, and Kzintis can have four).

Note the discounted cost of fighters.

(513.114) Romulan auxiliary carriers cannot cloak.

(513.115) Auxiliary carriers cannot be adopted (410.51) or supported in expeditionary fleets (411.7).

(513.12) COMBAT

(513.121) Auxiliary carriers function as any other ship would, but are under various movement limitations. Being non-ship units, they cannot be captured.

(513.122) Small auxiliary carriers have a command rating of 3. Large auxiliary carriers have a command rating of 6.

(513.123) Auxiliary carriers do not have escorts. They could be assigned escorts as per (515.27).

(513.13) MOVEMENT

(513.131) Auxiliary CVs have a movement allowance of 3 hexes in Operational, Reserve, or Retrograde Movement.

(513.132) Auxiliary carriers cannot withdraw before combat (302.1), and retreat after combat by the "slow unit" rules (302.72). They cannot be part of a pursuit Battle Force.

(513.133) Auxiliary carriers CAN enter a hex containing enemy units.

(513.134) Auxiliary carriers can use Strategic Movement, but only for a maximum of 12 hexes per turn. This counts as a complete Strategic Movement against the limits of the race providing the movement.

(513.135) Auxiliary carriers CAN use Reaction Movement (but only one hex) and Reserve Movement [no more than three hexes; see (513.131)].

(513.136) For purposes of pinning or being pinned (203.5), auxiliary carriers are treated as non-ship units (203.53). Their fighters can pin but the ship cannot.

(513.2) KLINGON 77th PF DIVISION

This unique unit pioneered the concept of carrying two PF flotillas into combat, where they would rendezvous with two more flotillas flying from bases (or more distant PFTs).

77th
P♦P
9-15

After the battle, the flotillas from the two PFTs of the 77th would return the longer route to the bases, while the PFTs would recover the flotillas from the distant bases.

(513.21) The Klingon player can form the 77th PF Division in any turn starting with Turn #26 (Spring 181). To do so, remove one D6P and one D5P and replace them with the "group" counter designated "77th" at the start of the Klingon Player Turn during the Production Step 2B. The two PFTs must be uncrippled, in the same hex, and have full PF flotillas (six each).

(513.22) The counter designated "77th" is treated as an "unbreakable non-carrier group" counter of two ships (103.22), except that the Klingon player can voluntarily disband it by replacing the counter with the two PFTs (one D6P, one D5P) at the end of any Combat Phase.

(513.23) In any Battle Force of which the 77th is a part, or to which it contributed its PFs, the Klingon player may include a total of four PF flotillas instead of the normal limit of three (302.333). The other two flotillas (the 77th includes two of its own) must come from PFTs or bases not in the Battle Force; these "distant" bases need not be in the battle hex if the PFs used (205.7). The "distant" bases/PFTs cannot be attacked by (302.563). The overall command limit (303.0) of the Battle Force is not increased (the two independent flotillas count against it), and fighter squadrons cannot be included since PFs take up all of the limit under (303.334). All four flotillas must be Klingon PFs. If no "distant" PFs are used, the unit may operate with only its own PFs within the normal rules.

(513.24) If the 77th Division Group (counter) is destroyed in combat, it cannot be reformed. If it is voluntarily disbanded (513.22), it can be reformed on any later turn.

(513.25) The 77th cannot use its special abilities if part of an expeditionary force or if it has been adopted by another race. (The group can be disbanded, and the component ships operate normally.)

(513.26) The 77th cannot be a "free scout" (308.53) or use the formation bonus (308.7). It cannot be escorted (515.43).

(513.27) For purposes of pinning, command, Strategic Movement, or other considerations not covered, use the factors of the component units.

(513.28) If in a pursuit battle, the 77th can use only the two flotillas it is carrying since independent flotillas are prohibited from pursuit battles (307.23).

(513.3) KZINTI 23rd FI-CON DIVISION

This unique unit was one of few to successfully use PFs specially modified to carry fighters for long-range attacks. This provided an enhanced attrition capability.

23rd
P♦P12
4-12

(513.31) The Kzinti player can form the 23rd Fi-Con Division in any turn starting with Turn #26 (Spring Y181). To do so, remove two PFTs (or MPFs or one of each, in which case a written record of the exact composition of the group and its adjusted defense factor must be kept) and replace them with the "group" counter designated "23rd" at the start of the Kzinti Player Turn during the Production Step 2B. The two PFTs must be uncrippled, in the same hex, and have full PF flotillas (six each). The Kzinti player must also remove one LAV or two SAVs (from anywhere within the same Supply Grid), which will provide support for the fighters although they do not increase the combat strength (or limit the movement) of the

23rd. The Kzinti player also pays two EPs (above the normal cost) for the special PFs needed for the group.

(513.32) The counter designated "23rd" is treated as an "unbreakable non-carrier group" counter of two ships (103.22), except that the Kzinti player can voluntarily disband it by replacing the counter with the two PFTs at the end of any Combat Phase. In the event of disbandment, the auxiliary carrier(s) reappear at the start of the Kzinti player's next turn at the shipyard (or center of the partial Supply Grid which was supporting the 23rd at the time it was disbanded). The special PFs are automatically replaced by standard types, and the cost of the special PFs is lost and must be paid again if the unit is reformed. Being a carrier (albeit a very strange one) the 23rd can use CEDS retrograde and repair, but cannot use this if the only loss or damage is its PFs.

(513.33) The 23rd Division includes two full fighter squadrons (total 12 points) and two PF flotillas. One of the flotillas is normal, but the other consists of modified PFs with combat factors of 1 (offense) and 2 (defense). All can be used in a single Battle Force even though this exceeds (302.334).

If the PFs use Reaction Movement (205.0) away from the PFT-Group, the fighters go with the PFs.

If the Group sends its fighters and PFs to a Battle Force under (302.35), it must send all of them. They will count as "four units" against the command limits and [forming an exception to (302.334)] will completely fill the limit thereunder (even if the squadrons and/or flotillas are under strength). [The Fi-Con PFs are not "the carrier of the fighters" and the other PFs cannot be "counted as part of" some PFT in the battle force unless legally transferred to it.]

If some of the special Fi-Con (1-2) PFs are lost, they must be replaced by transferring or buying additional PFs. If this is not done, two fighter factors per "lost" PF are removed and considered "destroyed" without counting for (308.2); fighters lost previously can be counted toward this required loss. (Standard PFs transferred into the 23rd will be modified by the crews to the special types needed at no cost or delay.)

The fighters of the 23rd Division cannot be transferred (501.6) to other units (bases, carriers, or PDUs). The special fi-con PFs cannot be transferred to other units.

(513.34) If the 23rd Division Group (counter) is destroyed in combat, it cannot be reformed (although the auxiliary carrier(s) reappear(s) at the start of the Kzinti player's next turn at the shipyard (or center of the partial Supply Grid which was supporting the 23rd at the time it was destroyed).

If it is voluntarily disbanded, see (513.32).

(513.35) The 23rd cannot be part of an expeditionary force and cannot be adopted by another race. (The group can be disbanded, and the component ships operate normally.)

(513.36) The 23rd cannot be a "free scout" (308.53) or use the formation bonus (308.7). It cannot be escorted (515.43)

(513.37) For purposes of pinning, command, Strategic Movement, or other considerations not covered, use the factors of the component units.

(513.38) In a pursuit battle, the 23rd uses its printed factors (less any losses from earlier in the combat phase).

(513.4) CONJECTURAL UNITS

Some units were never built, but their absence has caused players to ask for these to be provided within the game system as an experiment to see what would have happened if they had been built. These are designated as "conjectural" units, i.e., our best guess of what they would have looked like.

(513.41) Counters are provided for Lyran and Gorn CVAs. The Lyrans and Gorns never built CVAs; the inclusion of them in the game is at the option of the players. By mutual consent of the Lyran and Gorn players in a historical scenario (or all players in a non-historical scenario), these units may be built as provided for in the annexes for each race.

(513.42) Federation PFs are covered by rule (502.65). Counters for Federation PFTs have been provided.

(513.5) HYDRAN FIGHTER CONVEYOR PALLET

The Hydrans constructed a special tug pallet (also known as a pod) which was configured to carry replacement fighters. This was used to feed extra fighters into frontline carriers and was used

FCP
[27]
0

on the ill-fated Hydran attempt to reach the Federation.

(513.51) The fighter conveyor pod is part of the Hydran At Start Order of Battle and is listed in (709.0).

(513.52) The fighter conveyor pod is carried by a tug or LTT using the rules in (517.0). If not carried by a tug or LTT, it does not function.

(513.53) The fighter conveyor pod is initially filled with 27 fighter factors. The tug/pod combination cannot operate the fighters from the pod, which is why the fighter factor is in brackets as [27]. [The pod cannot send its fighters forward to fight as independent ship equivalents under (501.4).] The fighter conveyor pod can transfer fighters to other ships (or to its own tug, or to bases or PDUs) in the same hex at the end of any Combat Round (501.6). The fighter factors on the conveyor pod are not replaced automatically; see (513.54). Fighter factors CANNOT be transferred TO the pod under any circumstances as there is no way to disassemble and recreate them in the field.

(513.54) Fighter factors transferred out of the fighter conveyor pod are replaced only during Step 2B Production of the Hydran Player Turn. The tug must be in supply, and the Supply Grid supplying the tug must pay 0.2 economic points for each fighter factor replaced on the pod. It is possible to replace only some of the missing fighters. This works differently than FCRs in Advanced Operations, but is correct in the case of the FCP.

(513.55) Cost of a replacement pod is 4 points, plus 0.2 for each fighter placed in it.

(513.56) If the pod is destroyed, the stored fighters do not count as satisfying damage or for (308.2).

(513.6) HYDRAN FIRE SUPPORT PALLET

The Hydrans constructed a special fire support pallet with hellbores facing sideways, allowing it to operate more effectively against bases.

FSP
+
9-2

(513.61) This pallet, when carried by a Hydran tug, not only adds the combat factors (9-2) to the tug but also allows it to function as a mauler (517.32). It does NOT roll for "shock" under (308.42) or under (311.21).

(513.62) The combat and fighter factors of the tug are not included within the "mauler" for purposes of (308.41). The "mauler" can only be used against bases (of any type, but PDUs are not bases) and FRDs. The Hydran FSP is treated as a mauler unless specifically noted otherwise in the rules, e.g., it must have consorts (the tug cannot be considered a consort to the pod). The FSP cannot maul ships because it is too hard to hit them with sideways firing weapons.

(513.63) The tug cannot be escorted (515.43) while performing this mission.

(513.64) An LTT cannot carry this pod.

(513.65) The cost to replace a lost FSP is 10 points.

(513.66) The Hydran FSP cannot use its special mauler abilities if it is placed in the Formation bonus position (308.7).

NOTE: Rules (514.0) and (515.0) are in Carrier War.

(516.0) LIGHT TACTICAL TRANSPORTS

The type of ship known as a "Light Tactical Transport" is essentially a small tug built on a war cruiser hull. All ships of this type are designated LTT on their F&E counter to simplify recognition. Some designations are different in *Star Fleet Battles*, although most are designated LTT.

(516.1) PRODUCTION OF LTTs

(516.11) Each race can produce one LTT per turn as a substitution for a war cruiser. LTTs cost 5 points. LTTs can also be converted from war cruisers at the cost specified on the SIT; but this counts against the substitution limit. In effect, no race can build more than one LTT per turn by any means; this does NOT count against the production limit for standard fleet tugs.

(516.12) LTTs cannot be produced by overproduction.

(516.13) LTTs can only be substituted for war cruisers, and only after the dates given in (516.3).

(516.14) The Romulan Sparrowhawk-H, which fills the place of an LTT in the historical framework of the game *Star Fleet Battles*, is treated as a standard tug for all purposes in F&E (although it is prohibited from performing certain missions).

(516.2) FUNCTION OF LTTs

(516.21) LTTs are able to perform most tug functions, but perform some at a reduced level of effectiveness. As with tugs, each player must, at the start of his turn, designate what each of his LTTs is doing for the remainder of that turn. The functions are as follows:

A. Battle Transport: If used in this mode, the ship uses one of the Battle Pod counters and simply adds its factors as per (517.21). Some LTTs use either a smaller battle pod than the standard tug or one of a pair of standard tug pods.

B. Carrier Transport: If used in this mode, the ship simply carries one Carrier Pod counter and adds its factors as per (517.21).

C. Deploy Mobile Base: See rule (510.2). It takes two LTTs working together to perform this function; if one of them is destroyed the other one can complete the set-up. It takes two LTTs to move an MB, even without setting it up.

D. Supply: See rule (412.2). An LTT can function as a Supply Point as a tug can, but only if it is within three hexes (not six) of a Supply Point in the Supply Grid. (Ships can be six hexes from the LTT.) Two LTTs cannot work together to provide the standard six-hex extension.

E. Repair: See rule (422.8). An LTT can function exactly as a tug can for this purpose. However, only one tug, whether a full-sized TG or a smaller LTT, can be used for this mission, not one TG and one LTT.

F. Move an FRD: See rule (421.0). One LTT counts as a full-sized tug for this purpose.

G. Serve as a PFT: See rule (502.3). An LTT in this mode can function exactly as a tug can, except that some LTTs cannot carry PFT pods.

H. Transport Economic Points: See rule (435.0). Each LTT can carry a maximum of 7 economic points at a time.

J. Repair and Upgrade Bases: See rule (433.41). LTTs can repair bases exactly as tugs can; one LTT can perform the same repair function as a tug. Two LTTs working together function as a tug to upgrade a base.

K. Deliver Defense Battalions: See rule (508.3). One LTT can carry one Defense Battalion.

L. Drone Bombardment: LTTs can carry one pod, and if this pod has drone bombardment capabilities, it can perform that mission.

M. An LTT can function as a regular ship with its printed factors.

N. An LTT can carry troop pods (521.7).

O. LTTs cannot perform the Hydran Supply Tug mission (509.5) which requires too much volume.

P. An LTT can carry PF replacement pods (526.62) except for Lyran L-type pallets.

Q. LTTs cannot carry Space Control Pods (526.61).

R. An LTT can carry a heavy fighter replacement pod (530.225).

S. An LTT can carry a scout pod (317.5).

T. An LTT can carry one half-turn of spare parts for KR ships used by the Romulans (442.82).

Note: Missions P through T are in Advanced Operations.

(516.3) LTT CAPABILITIES AND LIMITATIONS

(516.31) Federation LTT: Cannot carry the BP or VAP pods except by (517.4). Can be built in Y173 or later. Can carry a maximum of one pod.

(516.32) Klingon LTT: Can carry a maximum of one pod. Cannot carry PFT pods as these are deployed only in pairs. Can be built in Y169 or later. Cannot carry SCP pods.

The Klingon D5G can only perform LTT missions D (supply), F (move FRD), H (carry economic points), K (deliver PDUs), or M (normal operations) or N (carry Marines).

(516.33) Romulans: SPH functions as a full-sized tug with some limits provided in (509.21). The SPH does not use pods, although it can use the "repair tug" marker. It cannot move an FRD by itself as it is still just a war cruiser hull.

If the Romulans were to buy a Klingon D5H it would be under all LTT and all KRT restrictions due to the lack of pods.

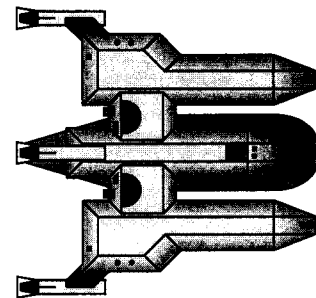
(516.34) Kzinti LTT: Can carry a maximum of one pod. Cannot carry PFT pods as these are deployed only in pairs. Can be built in Y171 or later. Cannot carry SCP pods.

(516.35) Gorn LTT: Cannot carry HBP (Heavy Battle Pod). Can be built in Y172 or later. Can carry a maximum of one pod.

(516.36) Tholian LTT: Has no pods to carry. Can carry the "repair group" counter. Can be built in Y178 or later.

(516.37) Hydran LTT: Can carry any pod except FSP. Can be built in Y171 or later. Can carry a maximum of one pod.

(516.38) Lyran LTT: Can only carry one pod, and can only carry those Lyran pods beginning with K (e.g., KBP, KVP) or any Klingon pod that a Klingon LTT can carry, except it cannot operate a drone pod. Can be built in Y170 or later.



(517.0) PODS FOR TUGS

Included in Combined Operations are counters for tug pods. These are used for two functions: to keep track of which tug has a given pod and to determine the correct factors of the tug+pod combination by simply adding the two. (A pod with one combat factor adds it to both the attack and defense factors of the tug.) These rules (517.0) supersede rules (509.33), (509.34), and (509.36) for all purposes.

Within *Star Fleet Battles*, the term "pods" includes various Pallets and Packs, some of which are round or other shapes. For simplicity in F&E, all of these are considered to be "pods" and are represented on the counter by a rectangle.

(517.1) NUMBER OF PODS IN SERVICE

(517.11) The number of pods that a given race can build, have in service, and replace when lost is provided in the Order of Battle for that race. Generally, each race has been given a number of pod counters corresponding to the maximum number of pods they can have in service.

(517.12) The Klingons and Kzintis use pods in pairs on their large tugs and as single pods on their LTTs. They are provided with counters reflecting only single pods. (Exception: the PF Tender Pods are shown in pairs since they are never deployed singly; the counter is marked "+" and shows two "pods" in silhouette.) A Klingon TGA or TGB, or a Kzinti TGT or TGC, can carry two pods, while LTTs can carry only one.

The Annexes in F&E reflected "pod sets" for those two races. This was not a problem since there was no reason to carry a single pod. In this product, the annexes for those two races list individual pods.

The Klingons and Kzintis can mix-and-match single pods on full-size tugs, for example, combining a VP and a BP on a tug to produce a unit with a combat factor of 10 plus 3 fighter factors. See SCP pods in Advanced Operations.

The Klingons and Kzintis cannot use each other's pods, even though the pods are of similar sizes.

(517.13) Klingons can use Lyran pods that begin with a K (except the scout pod in AO). Lyrans can use any Klingon pod as a "K-pod" unless prohibited. The pods still count against the limits of the original owner (Lyran K-pods are Lyran, not Klingon), not the borrowing race. For purposes of supply, command, etc., a pod is ignored and the nationality of the tug determines how the combination is treated.

Romulan KRTs *cannot* borrow Klingon or Lyran pods.

(517.2) USE OF PODS

(517.21) When a tug is designated as performing a mission which requires a pod counter, the counter (or counters) is stacked with the tug and the factors are combined.

The following functions require a "pod" counter: A Battle Tug, B Carrier Tug, E Repair Tug, G PF Tender Tug, L Drone Bombardment.

NOTES: Klingon CVTs include pods as part of the counter. All repair tug counters have a disk rather than a rectangle for ease of recognition.

The following functions do not require a "pod" counter: C Deploy Mobile Base, D Provide Supply to Units, F Move an FRD, H Transport EPs, J Repair or Upgrade Bases, K Deliver Defense Battalions to a Planet, M Operate as a Regular Warship.

(517.22) All races are assumed to have a "pool" of pods, the number of which is specified in their Annex. These are managed by dedicated staff officers who ensure that a pod is sent where needed. Pods which are not attached to tugs or LTTs are assumed to be "in the pool."

(517.23) Should a race have a detached section, known as a Partial Supply Grid (413.4), that section will have its own pod pool (509.36) and the two pools cannot exchange pods. Once the Partial Supply Grid is linked to the main grid, the two grids merge and the pods can be moved to the main grid.

For this purpose, any unassigned pods which are "in the pool" are assumed to be at the capital shipyard unless designated otherwise at the start of a given turn. [If the capital falls, the pods are evacuated with the treasury (511.35).] Any unassigned pods in the pool of a partial grid are destroyed when the last Supply Point (413.46) is destroyed.

(517.24) As provided in (509.32), the role of tugs is designated at the start of the owning player's turn. In *Combined Operations*, this role is designated by placing a pod counter with the tug (if appropriate). A tug which is in supply can draw a pod "from the pool" and can return a pod it will no longer use "to the pool." A pod can be taken from one tug and immediately be given to another tug, *anywhere* within the

same Supply Grid. Pods cease to function on a crippled tug; they have no crippled factors and are not accounted for in subsequent attacks on the tug (they are of course destroyed with the tug). For example, a crippled tug with a carrier pod cannot be used as an escort (515.34) because it is still a tug with a carrier pod (515.32).

(517.25) If a tug is destroyed, the pods it is carrying are destroyed with it.

(517.26) A tug can drop pods at any point in the turn (dropped pods are considered destroyed).

(517.3) SPECIAL CASES

(517.31) REPAIR: Each race is provided with one counter designated "REP TUG" for use in designating the one tug which has been assigned to duty as a Repair Ship under (422.8). This counts as a pod (the only pod that tug can carry) and is treated as such. This pod counter has a disk rather than a rectangle for ease of recognition.

(517.32) HYDRAN FSP: The Hydran Fire Support Pod confers limited "mauler" capabilities on the tug carrying it, the only "alliance mauler" in the game until *Advanced Operations*. See (513.6) for specific information. The Hydran Fighter Conveyor Pod is covered by (513.5).

(517.33) HYDRAN TUGS and LTTs can only carry one pod at a time and cannot be overloaded (517.4).

(517.34) LYRANS: The Lyrans have two types of pods: their own designs (marked with a "+") and pods purchased from the Klingons (known as K-pods). (This was done because the Lyran LTT cannot carry the wide pods designed for the Lyran TGs.)

The true Lyran pods (+) can only be carried by the TGP, TGC, and (in EcoWar) the SR.

The Klingon-designed pods have a K at the first of their designation, e.g., KBP and KVP. These K-pods can be carried by Lyran TGs, which can carry one or two K-pods OR one standard Lyran pod, but not one of each. The K-pods are usually carried by LTTs (517.13); see (517.41) in the case of the KVP. The Lyrans are capable of building their own K-pods for replacement purposes.

Note that the Lyrans can use Klingon-owned pods as K-pods under rule (517.13), except that they cannot use the DP drone bombardment pods.

(517.35) DRONE: Klingon DP pods and Kzinti BP pods allow the tug to function as a drone-bombardment vessel under (309.0). Drone bombardment pods do not affect command ratings.

(517.36) KLINGON AND KZINTI heavy carrier pods (VAP) can be carried singly (by tugs and LTTs) or in pairs (by tugs) but cannot be mixed with other pods; see (517.41). The VHP pods in Advanced Operations use the same rule.

(517.37) FEDERATION tugs can carry only one pod at a time except by (517.42).

(517.38) GORN tugs normally carry only one pod at a time. A Gorn tug can carry two pods [it would be overloaded (517.4) if it did so], but only one of these can be a battle pod and only one can be a PFT pod (it could carry one of each). If carrying a repair pod, no other pod can be carried. The Gorns do not have carrier pods.

(517.39) For purposes of movement only, any tug can carry any pod (and any LTT can carry any single-weight pod) of an allied race. (Lyran L-type pods cannot be moved by anything other than a Lyran Tug.) The ship cannot actually operate the pod but could move it. This might, for example, allow a Federation LTT to move a Kzinti drone bombardment pod between two different Kzinti supply grids. This could be done by strategic, retrograde, or operational movement, but not for reserve or reaction movement.

(517.4) OVERLOADED TUGS

(517.41) A Federation LTT can carry a BP or VAP [exception to (516.31)] but, if so, is treated as an "overloaded tug." A Klingon LTT carrying a VAP, a Kzinti LTT carrying a VAP, or a Lyran LTT carrying a KVP is considered to be an "overloaded tug."

(517.42) The Federation has two kinds of pods:

Heavy: BP (Battle Pod), VAP (Heavy Carrier Pod).

Standard: LBP (Light Battle Pod), VP (Carrier Pod), AP (Assault or ground forces Pod). Additional pods in Advanced Operations: VHP (Heavy Fighter Transport), HFP (Heavy Fighter), SP (Scout Pod).

A Federation TG can carry one heavy and one standard but would be overloaded. It can carry two standard pods without being overloaded. It can never carry two heavy pods. Exception: A Federation TG can never carry two battle pods of any type due to firing arc and shock restrictions.

(517.43) Klingon, Kzinti, or Lyran TGs carrying two VAPs (including Lyran KVPs) are treated as "overloaded tugs." These tugs cannot carry one VAP and one other pod. These tugs can also carry the SCP (Space Control Pod, in a *Advanced Operations*). An SCP is the only pod the TG can carry, and a tug with an SCP is treated as "overloaded" (except Lyrans which are not).

(517.44) Overloaded tugs are under these restrictions:

- They have a maximum movement allowance of three points for Operational, Reserve, or Retrograde Movement.
- They cannot move by Strategic Movement.
- If they retreat, they must be included in the pursued "Slow" Battle Force (302.742) as one of the uncrippled escort ships. [If the overloaded tug is crippled, it is included as a crippled ship and the pod(s) is(are) inoperative.] It cannot be part of a pursuit force.
- If an overloaded LTT drops its pod, the pod is considered destroyed but the LTT is no longer treated as an "overloaded tug."
- If an overloaded Federation TG drops a pod (a BTV or TVA would drop the VP light carrier pod; it cannot drop the BP or VAP without also dropping the VP), it is no longer treated as overloaded. (Dropped pods are, of course, treated as destroyed.)
- If an overloaded Klingon, Lyran, or Kzinti TG drops one pod, it is no longer treated as overloaded. The dropped pod is destroyed.

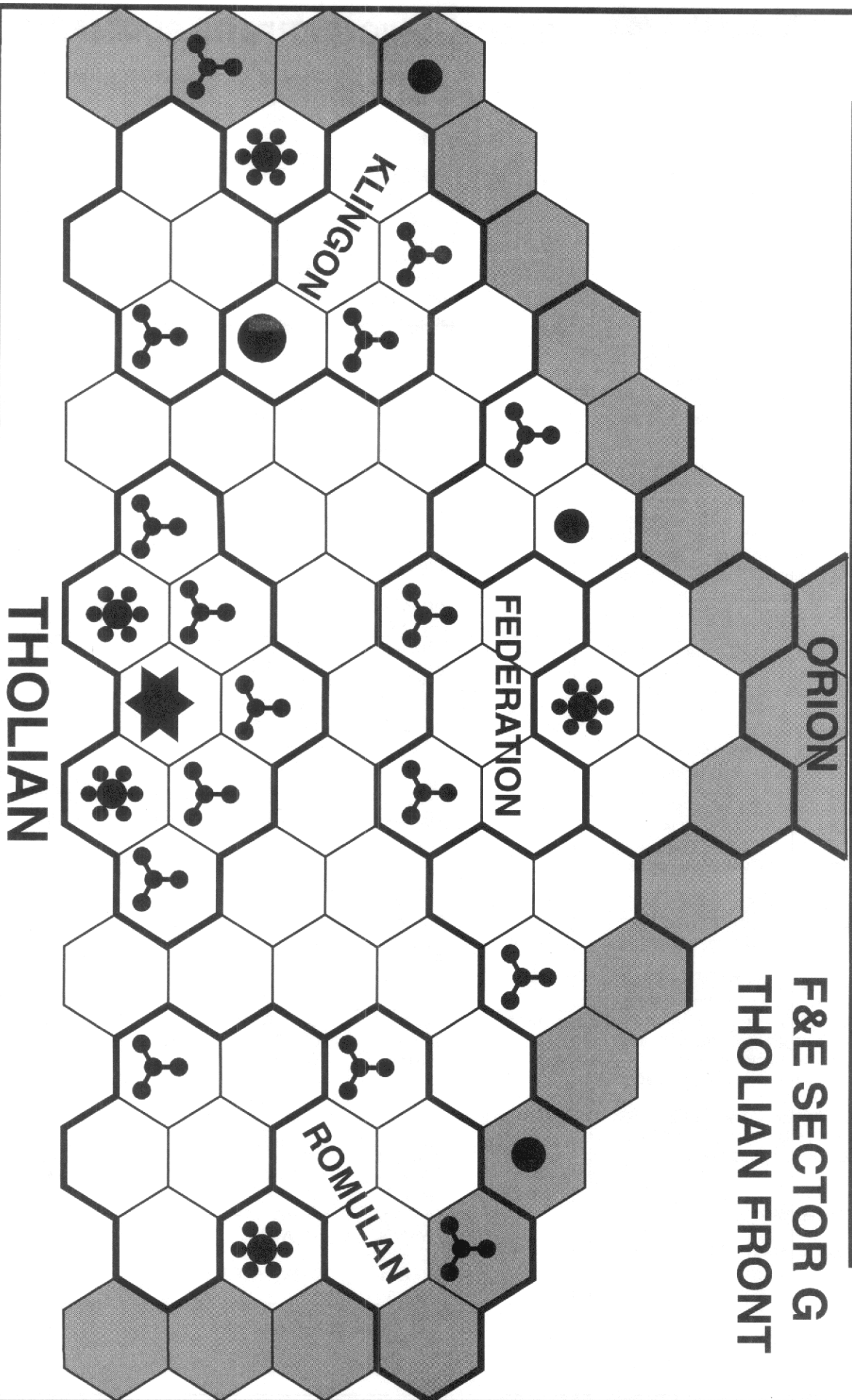
Rule (518.0) is in Carrier War.

ELECTRONIC WARFARE SUMMARY

Race	EW=1	EW=2	EW=3	EW=4
All	MB SAP HDW-S/P	ASC LAP SAS HDW-S/P=2AF	LAS	
Fed	COV=AF6 CVL=AF6 FFS, SAH GVX=AF10 GVX-cr NVH=AF5 TG+HFP+pod SCX-cr	CAD CLD DWS HFP LAH NVH=AF2 TG/LTT+HFP	NSC SCX LTT+SP TG+SP+pod	COV=AF2 CVL=AF2 GVX=AF6 SC TG+SP
Klingons	D5DX-cr D5P=AF5 D6P=AF4 TG/LTT+DP F5S FSX-cr TG+2PFP=tgAF TG+SCP=tgAF	77th=AF9 D5P=AF2 D6D D6P=AF2 TG+2DP TG+2PFP=AF2 TG+SCP=AF2	77th=7AF D5S FSX	77th=4AF D5DX D6S
Roms	K5S KSX-cr SEC SKF=AF3 SKSX-cr SPC=AF5 SPE=AF5 TH=AF9	KRP SE SKF=AF2	KSX SKSX SPC=AF2 SPE=AF2	KRS TH=2AF
Kzintis	CDX-cr FDX-cr TG+2PFP=tgAF TG+SCP=tgAF SAD, SDF SF	CD, CLD DWS, FDX LAD, MPF TG+2PFP=AF2 MPF, PFT TG+SCP=AF2 SDW TG/LTT+SP	MSC	23rd CDX TG+2SP
Gorns	BDSX-cr TG+PFP=tgAF PFT SC	BDP BDS HDP TG+PFP=AF2 TG+SP+pod	BDSX HDS LTT+SP	LSC TG+SP
Tholians	PFT, SC SCX-cr	PFW	CWS SCX	
Orions	LRS PFT=AF4 SGS=AF6	BPF, CRS DWS PFT=AF2 SGS=AF2	BRS	
Hydrans	SC SCX-cr LNH	DDS, DDP DWS, NPF TG/LTT+PFP PFT LNH=AF2 PGF, PGG PGS	NSC SCX LTT+SP	TG+SP
Lyrans	CWS=AF4 DWS=AF4 PFT TG+PFP=tgAF PFW=AF4 TG+SCP=tgAF SCX=AF4 SCX-cr	DWS=AF2 LTT+KSP TG+1KSP TG+PFP=AF2 PFW=AF1 SC TG+SCP=AF2	CWS=2AF SCX=2AF	TG+2KSP=AF4 TG+SP+

For bases see Annex 761.

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(519.0) MONITORS

Monitors have nearly the firepower of DNs, but are extremely slow. When a planet needs additional defenses, the obvious solution is to construct a base. This, however, takes time. The interim solution is to dispatch a monitor, which arrives on the scene and provides the required defense until the crisis has passed or a base can be built.—*Stephen V Cole*

(519.1) DEPLOYMENT

(519.11) INITIAL: Each race is provided with a number of monitors in its initial Order of Battle. These must be deployed at the start of any scenario at any planet in that race's territory (not in the capital, including any of the three Gorn or two Romulan capitals), with a maximum of one per planet. (The Tholians are allowed to have two at their capital.)

(519.111) Once deployed, a monitor cannot leave that planet's hex unless a base (of at least 12 combat factors including fighters) is built or four PDUs are added. If a planet has the maximum number of PDUs a base would have to be built to release the monitor. If a planet has a qualified base and the maximum number of PDUs then the monitor is released. If the PDUs or base are destroyed before the monitor leaves, the monitor must remain.

(519.112) Monitors built in the capital may move out to other planets (but don't have to). If they remain in the hex, no more than one can be assigned to any given planet; none can be in the mobile defense group.

(519.113) A second monitor cannot be assigned to a planet unless all uncaptured planets outside of the capital and off-map area have a monitor or a base or Defense Brigade. Monitors can only be assigned to planets owned by the race which owns the monitor.

(519.12) PRODUCTION: Additional monitors can be built at a cost of 8 points each. Most races (763.0) can build one monitor per year (in either Spring or Fall).

(519.13) DESTINATION: Whenever a monitor leaves a planet, it must designate what other planet it is moving to and must move there by the most expeditious route; once they enter a planet hex without a base (except by Strategic Movement), they must remain until released. It cannot be assigned to a planet which has the maximum number of PDUs unless there is no planet of the same race which does not have the maximum number of PDUs or a monitor.

(519.14) RETREAT: If a player, facing certain defeat, retreats all of his units out of a hex containing one of his planets (i.e., the enemy is going to capture the planet) then the monitor may retreat as a slow unit (302.742) at the same time.

(519.15) SCENARIOS: In scenarios that begin during the middle of a war, monitors may be deployed at captured planets within the rules and restrictions above.

(519.16) REPAIR: A crippled monitor is released and may be sent to a repair facility; one repaired it must be reassigned.

(519.2) COMBAT

Monitors function in combat as any other starship would.

(519.21) COMMAND: Monitors count under command limits.

(519.22) TREATMENT: Monitors which are in a hex with a planet are treated as bases (associated specifically with that planet) for purposes of approach battles, but are not treated as bases for any other purpose. See (521.323).

(519.23) LIMITATIONS: Monitors can be placed in the formation bonus position. They cannot be escorted, even if they have a CV or SCS pallet. They can be captured and produce salvage if destroyed. A captured monitor is treated as a captured ship (not under monitor restrictions) until converted under (305.23) but this only allows you to take it somewhere to be converted; after which, treat it as a newly-built monitor.

(519.3) MOVEMENT

(519.31) Monitors move a maximum of three hexes during Operational Movement or Retrograde Movement.

(519.32) Monitors are slow units for purposes of retreat (302.742). Monitors cannot be used in a pursuit force or approach battle. Monitors cannot withdraw before combat.

(519.33) Monitors cannot enter a hex containing enemy units.

(519.34) Monitors can use Strategic Movement, but only for a maximum of 12 hexes per turn.

(519.35) Monitors cannot use Reaction Movement (but their fighters and PFs can) or Reserve Movement. Monitors do not block (or unblock) supply in an adjacent hex (411.31) because they cannot react. Fighters or PFs based on the monitor's pallets could react and would block (or unblock) supply.

(519.36) Monitors assigned to a planet in a multi-planet system can only be reassigned during Operational Movement, not between combat rounds, and only if the original planet has been devastated, or if the original planet has the maximum number of PDUs and a base.

(519.4) PALLETS

Monitors routinely carry a pallet, similar to a tug pod, to enhance their capabilities. These pallets are reflected in F&E by the use of "pallet counters" which are added to a monitor in the same manner as tug pods. Pallets do not function on crippled monitors.

(519.41) SUPPORT PALLET: Every monitor is presumed to be carrying the standard "support" pallet (without requiring a special counter to denote this fact). These are the printed factors; the replacement of this support pallet with another pallet does not reduce the monitor's combat factors.

(519.42) COMBAT PALLETS: Counters are provided for the "fighter pallets" and (on the reverse side) for "space control" pallets (which add both fighter and PF factors).

(519.421) A fighter pallet costs 2 EPs plus fighters at the "base" rate (432.22). Free fighters can be used. Fighter pallets do not exist at the start of the game (Y168) and have to be built for Monitors during the game. A race can build a fighter pallet at any time starting with Y167. A monitor with a fighter pallet and its fighters takes up one command slot; the fighters are one of the three allowed attrition units.

(519.422) PFT pallets cost 5 EPs (plus PFs). PFT pallets may be built at the point the race qualifies to build PFTs. A monitor with a PFT pallet and its PFs takes up one command slot; the PFs are one of the three allowed attrition units.

(519.423) An SCS pallet costs 5 EPs plus fighters at the "base" rate (432.22, and PFs). [Fed SCS pallets have 12 fighters and no PFs.] Free fighters can be used. SCS pallets must be built new (available on the second turn of PF deployment); they cannot be produced by converting Fighter or PFT pallets. A monitor with an SCS pallet, including its fighters and its PFs, takes up one command slot. The fighters and PFs are two of the three allowed attrition units.

(519.424) The production of monitor pallets does not count against any other limits (carrier, PFT, SCS). A player can build as many monitor pallets as he wants, even on a single turn, even more than he has monitors to carry them. [This might be done if some pallets are trapped in separate supply grids.] These pallets are delivered to the point they are needed (within the supply grid that includes the capital which produced them) by dedicated staff officers in the same manner that tug pods are re-routed within a supply grid as needed.

(519.43) TUGS AND PODS: Monitors cannot use tug pods, and tugs cannot use monitor pallets. Monitors can transfer fighters by (501.6) and PFs by (502.44). Tugs can move monitor pallets between supply grids but the pallet is not operational in this case.

(520.0) SPECIAL ATTACK FORCES

These units include suicide freighters and troopships used to attack bases and planetary defense units.—SVC

(520.1) PRODUCTION: Most races (763.0) can build one Special Attack Force (SAF) per year in either turn. The production cost is 10 EPs (521.62). SAFs can only be produced in the capital (primary shipyard). SAFs can only be produced if the race is at war or on wartime economy.

(520.2) MOVEMENT: SAFs have an Operational Movement allowance of three hexes per turn.

(520.21) SAFs cannot use Reaction Movement. SAFs can use Retrograde Movement only as the result of a slow unit retreat (302.742). SAFs cannot use cloaked movement or cloaked approach.

(520.22) SAFs can be moved by Strategic Movement without cost, but only up to 12 hexes per turn. Any SAFs moved count as three ships against the allowance for that race.

(520.23) SAFs do not count for pinning and cannot leave a hex unless ships of the same race/alliance are also leaving a hex where pinning was an issue.

(520.3) STATUS: SAFs are considered non-ship units; they cannot be captured and produce no salvage. SAFs cannot draw supplies from allied supply grids and cannot be part of Expeditionary Fleets.

(520.4) USE IN COMBAT (ASSAULT): This procedure is used if the SAF is ordered to attack a Starbase, Battle Station, or other base that uses SIDS. (The target of the SAF is designated at the start of the Combat Procedure, after battle forces are formed and EW options are declared; before SFGs.) The SAF is included in the attacking Battle Force (only if the force is attacking a base or PDUs) but does not count against the command rating of the flagship. Only one SAF can be in a given Battle Force, and it cannot use the formation bonus. At least six other ships must be included in the attacking Battle Force; this can include commando, mauler, and SFG ships and their "consorts" with no reduction in their own capabilities. The Attacker must use a battle intensity rating of 4. During any Combat Round in which the SAF is used, follow this procedure:

(520.41) STEP A: The defending forces may use their one allowed directed-damage attack† to disrupt the SAF. This requires 12 damage points (which "cripples" the SAF, this being the same as "disrupted"; it cannot be "killed" by the enemy when making an assault); maulers and SFGs cannot be used. Whichever option the defender picked, proceed to Step B. († Certain other directed damage attacks are excepted from the limit of one attack, and could be made in addition to the one "allowed" attack on a SAF. Examples include troop ships, SFG ships.)

(520.42) STEP B: Roll one die and consult the chart below to determine the result of the SAF attack:

DIE ROLL	DISRUPTED	NOT DISRUPTED
0-2	No Effect	2 SIDS
3-4	1 SIDS	3 SIDS
5-6	2 SIDS	4 SIDS

Note that the SIDS scored in this die roll are in addition to any caused by normal combat damage and does not count as the one directed-damage attack. If an SAF attack is made, the attacker may not make a separate attack with Marines in the same combat round. The die roll is modified by any negative EW shift against the SAF (maximum die roll shift of one).

(520.43) STEP C: The SAF is destroyed after participating in a Combat Round against a base or PDU.

(520.44) CONDITIONS: No more than one SAF can be used in any Combat Round, and no SAF can attack more than one target. See (512.34) in case of web.

(520.5) USE IN COMBAT (OTHER): If enemy forces enter a hex containing an SAF, the SAF is treated in the same manner as a convoy (but it can be crippled). It retreats as a slow unit (302.742). It has a defense factor of 6 (3 when crippled) and no offensive capability against ships, fighters, or PFs. It can use the formation bonus. SAFs can be escorted (max 2 escorts) in this case but not when making an assault.

(520.6) ASSAULT ON PLANETS: If a SAF is declared to be targeted on PDUs (all PDUs on the planet are a single target), use the procedure in (520.4) with the following exceptions:

(520.61) Fleet and SAF attacks on planetary defense units can be conducted in the same battle round. SAF attacks are not within the (508.122) four-per-round limit. See (520.42).

(520.62) EW shifts have no effect on SAF attacks on PDUs, but the presence of a defending monitor produces a -1 die roll shift.

(520.63) Use the chart in (520.42) but read it as PDUs destroyed rather than SIDS scored.

(521.0) GROUND COMBAT

Certain ships in F&E have a capability to conduct ground attacks using marines and other ground troops.

(521.1) GENERAL

Ships carrying ground troops are able to perform several "ground combat actions" including attacking PDUs, attacking bases, and capturing enemy ships. Note that capturing ships, and in some cases bases, involves "ground troops", but no combat actually takes place "on the ground".

Note that the terms G, Ground Combat Element, Ground Combat Unit, Ground Unit, Marines, Marine Unit, and Marine Battalion are interchangeable. All refer to the ground unit and not to the ship which carries it.

(521.2) SHIPS ABLE TO USE GROUND COMBAT

(521.21) MARKED: Ships provided with ground Combat Units are marked with a "G" in the special functions position. These are collectively known as "ground combat ships". Some ships, with large ground components, have "GG" in that position (each G means one GCE) and can carry out two ground combat actions per round. The FTL has four GCEs (marked GGGG) and can carry out four ground combat actions per round.

(521.22) TREATMENT: The Ground Combat Element (GCE) is treated in some ways as a fighter.

It can be lost in combat, although only by (521.34).

Repaired ground combat ships regain lost troops if in supply.

It can be transferred between Combat Rounds to another ship which has a "G" on the counter but lost the corresponding GCE at some earlier point. Both ships must be of the same race.

All losses are replaced at the end of the player turn (for ships in supply) in the same manner as fighters.

Counters marked "NO G" are provided to mark ships which have lost their GCEs without being able to replace them.

Difference between GCEs and fighters are that:

- If the ship is destroyed, the Ground Combat Element does not survive to be transferred (this also applies to ships which lose their "G" rating when crippled).
- The Ground Combat Element cannot react or conduct independent or extended range attacks.
- The GCE cannot be "sent forward" alone as fighters can.
- Directed damage cannot be used on the GCEs independent of the ship carrying them.

(521.23) PRODUCTION: Each player can substitute one ground combat ship for an equivalent hull type in each turn's production. (The cost is the same as the basic type; there is no extra charge for the Marines and no discount for the lower attack factor.)

Each player can also convert one other ship per turn to the ground combat version of the same hull type for a cost of 2 points (3 points for ships with GG ratings).

Each player can also produce one FTL or two FTSs (521.6) each turn at a cost of 3 points for each FTS and 6 for an FTL.

Klingon D5Gs also count against the LTT limit.

(521.24) OPERATIONS: Ground combat ships function otherwise as normal warships with their stated factors.

A ground combat ship gains no benefit from its GCE in single ship combat (310.0). A ground combat ship adopted by a foreign power or in an expeditionary fleet can continue to use its ground combat ability. Captured ground combat ships retain the ability to operate a GCE.

(521.3) ATTACKING PLANETARY DEFENSE UNITS

(521.31) SEQUENCE: Ground attacks are conducted in the Combat Sequence (302.6) in Step 6x. Note that it is possible in the F&E rules for a defending player to be in a hex with an enemy planet (due to Reaction Movement), but for purposes of the ground combat rules, the "attacker" is the player who has a ground combat ship in a hex with an enemy planet.

The residual defense force (508.21) can be attacked.

PDU's destroyed by (521.0) are in addition to the limit provided in (508.12).

(521.32) REQUIREMENT: To conduct a ground attack, the ground combat ship must have been part of the Battle Force and must have survived the battle *and* must still have its "G" factor (some crippled ships lose this factor). Obviously, only the ground combat ships of the player not controlling the planet and its defenses can conduct such an attack; however, see (521.38). The attacker may elect to cancel the ground attack before conducting it.

(521.321) Ships out of supply can conduct such attacks, but will not be able to obtain replacements for lost GCEs (521.22). Ships that were in stasis that round cannot conduct ground attacks. Ground attacks are conducted only as part of a battle fought at the planet and are not conducted as part of an approach battle (308.3).

(521.322) Ground combat ships cannot perform ground attacks if they used the formation bonus (308.7), but they can be escorted (521.37). A "free scout" (308.53) which has a G cannot conduct a ground attack.

(521.323) Ground combat ships cannot attack forces on a planet if there is a Monitor in the enemy Battle Force (even in the formation bonus slot). This applies for any round in which a monitor is in the defending battle force, even if it is destroyed in that round. Bases do not benefit from this rule.

(521.324) A ship with two or more GCEs could attack two (or more) PDU/Battalions, or could use some of its GCEs to support the attacks of others. It could not make attacks on two bases, or attacks on both a base and a PDU. It cannot attack

the same target twice in one round. It can make several attacks on a given base but (521.44) only one of those attacks can destroy a SIDS.

(521.33) BATTLE INTENSITY: A Battle Force which conducts a ground attack must have selected Battle Intensity 4 (304.2) in the current battle round. Any modifier as a result of Variable Battle Intensity (304.3) affects the die roll in (521.34) and, even if a negative modifier, does not preclude the conduct of a ground attack (a positive shift doesn't allow it). If the attack is against a non-mobile target (304.4) where the attacker selects both ratings, the minimum combined rating to allow a ground attack is five. An attacking player is not required to increase the intensity (304.5) in order to maintain his ability to conduct a ground attack.

(521.34) PROCEDURE: For each ground Combat Unit ("G" on a ship), the attacker may make one attack on the planetary defenses. This is done by declaring all attacks, then rolling two dice for each attack and consulting the Ground Attack Table for the result.

Die Result

2-3 Attacking Ground Combat Unit destroyed and any supporting GCE destroyed.

4-5 Attacking Ground Combat Unit destroyed.

6-7 No Effect.

8 Attacking GCE Destroyed; Defender Casualty.

9-11 Defender Casualty.

12 Defender Casualty. Roll again†. Treat any result of 2-7 as "No Effect".

† This represents a tremendous success and a breakthrough of the defenses. The attacking player is not required to make the second die roll. It is theoretically possible to destroy all defending targets in one attack.

Defender Casualties can be resolved by any of the following: loss of a defense battalion, voluntary SIDS, loss of a defensive-supporting GCE.

If a defense battalion is destroyed, its capacity to operate fighters and PFs is lost and they must transfer or be lost; see (501.6) and (302.53). There are no plus/minus points for the battalion itself.

After the attack is conducted, any surviving Ground element returns to its ship.

(521.35) MODIFIERS: There are numerous factors which can modify the die roll in (521.34). Any modified result of less than 2 is treated as 2, while any modified result greater than 12 is treated as 12. These modifiers include:

-1 Ground Combat ship operating the attacking GCE was crippled during the Battle Round of the attack (but still had its "G" factor).

Does not apply to a ship operating a supporting GCE.

+1 A supporting attack (521.36) was conducted.

+1 A Prime Team supported the attack (522.42).

+1 One defense battalion of the planet under attack was destroyed by any means in the current player turn (not just the current round). This represents a "breach" in the defenses. This modifier is not increased if more PDUs are destroyed.

+1 There is only one defense battalion on the planet.

±? Variable Battle Intensity (521.33).

-1 Defending ground combat element (521.38).

-1 Defending unit equipped with SFG.

+1 Bonus for landing the whole ship (321.393).

All modifiers are cumulative and apply to a second (and subsequent) die roll if the previous die roll was a 12. The maximum modifier cannot exceed +2 or be less than -2.

(521.36) SUPPORTING ATTACKS: If there is more than one GCE available to the attacking Battle Force (521.32), some may be used to support the attacks of others. This decision is made at the point of the ground attack. If one GCE supports the attack of another element, then the supporting GCE cannot roll for (521.34) but the supported GCE gains a die roll benefit under (521.35). Allied GCEs can support each other.

No more than one GCE can support each attacking GCE, and no supporting GCE can support more than one attacking GCE. No GCE conducting an attack can support an attack, and no GCE supporting another GCE can attack.

Supporting units are not destroyed by (521.34) unless the die roll after all modifications is a 3 or less, in which case both the attacking and supporting unit are destroyed.

In a three (or more) sided game, GCEs of one side cannot support attacks by the GCEs of another side.

(521.37) ESCORTS: Ground combat ships do not normally operate alone because they lack combat power.

(521.371) CONSORTS: For every ground combat ship voluntarily in a Battle Force and conducting a ground attack, there must be two "consort" ships which are not conducting ground attacks (or supporting ground attacks). These might or might not be the escorts in (521.372), but they cannot be ships which are escorting other ships or being escorted by other ships. They can be allied ships. An SAV or LAV could be the consort (or escort) of an FTS or FTL, so long as it had not been assigned its own escorts.

(521.372) Ground combat ships in a battle force (whether making an assault, or supporting planetary defenders, or even in a hex without a planet) *can* be (but do not have to be) "escorted" in a manner that is *different* from "carrier escorts" (308.1). One or two ships (not more) can be assigned to escort each ground combat ship.

(521.372A) These escorting ships (521.374) must be of the same race as the commando ship. They lose all offensive combat potential and special abilities (e.g., stasis, mauler, EW) for that battle round. [The ground combat ship retains its offensive potential.]

(521.372B) The defending player (the one controlling the planetary defenses) cannot use directed damage on the escorted ground combat ship without first crippling (or destroying) the escorts, but all attacks on one ground combat ship and its escorts count as a single directed-damage attack. (This can include maulers.) The defending player could target the commando ship if the escorts are crippled, so he could cripple them and then destroy the commando ship, all with one directed damage attack. Note that many commando ships lose this ability when crippled so you might not have to spend all of the damage points. The defending player could use one massive attack to simultaneously cripple or destroy the entire group. See (318.44) in *Advanced Operations*.

(521.372C) Escorted ships cannot themselves be escorts and vice versa. No ship can escort more than one ship (including SFGs, ground combat ships, maulers, carriers, etc.). Auxiliary carriers could be assigned to escort troop ships, but not if they themselves have been assigned escorts. A tug with both carrier and troop pods would be treated as an escorted commando ship not as a carrier if making a ground assault.

(521.373) Because they are moving to close range, directed damage attacks on ground combat ships making an assault (and their escorts) do not count against the limit of one directed damage attack per Combat Round (302.5).

(521.374) The following ships cannot be escorts: groups or any part of a group, flagships, free scouts, crippled ships, ships using the formation bonus, ships escorting other ships or escorted by other ships, ships supporting the Battle Force

but not included in it. Ship equivalents of fighters and PFS CAN be escorts for ground combat ships.

(521.375) For purposes of SFG attacks, treat an escorted ground combat ship as a carrier in a group, and an unescorted ground combat ship as any other ship.

(521.38) DEFENDING TROOPS: If there are defending ships with GCEs on board present in the battle hex and qualified under (521.32), then those GCEs may help defend the PDUs on the planet the base. Each defense battalion or base can be supported by one friendly GCE (starbases by two). These defending GCEs designated by the owning player to defend GCEs are automatically assigned to whichever units are under attack, it being assumed that the most critical or vulnerable such units are known to all. (The designation is made in each Combat Round during the ground assault step and is not in force during the general combat and damage allocation procedures.) This defensive support results in a die-roll modifier under (521.35). See also (521.832). The defending GCE can be given up in place of a DefBat or SIDS destroyed by (521.34).

(521.381) The defending troop ships providing this support must be in the battle hex but need not be in the battle force (they are in the support echelon, directed damage at 3:1), it being assumed that they deposited their troops and left the area before the attackers arrived. If they are part of the battle force, they can be escorted under (521.372) and (521.371); all provisions of those rules apply to defending troop and commando ships in the battle force.

(521.382) If the defender provides multiple GCEs from supporting ships, each one can provide the noted support for one attack in each Combat Round. If the attacker has, for example, five GCEs but the defender has provided three, the attacker would have to conduct the first three attacks against a "supported" battalion (allowing the defender to use the supporting units to absorb casualties) before conducting the final two attacks against an un-supported battalion. If the attacker wanted, he could of course use one or two of the units (521.36) to support the attacks of two of the others. A supporting GCE can be given up in place of a defense battalion only if it supported the defense of that battalion against that specific attack. An independent GCE supporting the battalion would be destroyed with the PDU under (521.832).

(521.383) No more than one defending G can be used to support any base in a single combat round. A starbase could have two Gs (e.g., its intrinsic one and another), only one of which could defend against any given enemy Marine attack, but either of which could be given up to resolve a defender casualty under (521.34). (Note that many Gs can be deployed on a planetary surface to support PDUs because there is much more room for them to deploy.) While each GCE on a planet can only defend against a single marine assault in a given combat round, a GCE on a base can defend against every marine attack in that combat round (at least, until it is given up as a casualty.)

(521.39) SPECIAL COMMANDO ATTACK: Certain commando ships have the ability to land on planets. This has advantages and disadvantages. This rule does not apply to attacks on bases.

(521.391) Ships included are the Federation CMC, Romulan CE, Orion VIK, and troop pods carried by tugs or LTTs.

(521.392) To conduct this type of attack, the commando ship must conduct a normal commando operation but, after surviving enemy directed damage, may be designated as landing on the planet.

(521.393) When used in this type of attack, the troops from the landed ship have a +1 bonus on their die roll in (521.34) for that round only.

(521.394) The ship which landed takes no further part in combat in that hex. (In the case of a pod, the pod takes no further part but the LTT or Tug can be used as a regular combat ship, Mission M. A Klingon D5G could drop a troop pod, which would then function as herein, and continue to operate as a regular non-LTT commando ship.) At the end of the combat round, if the force which owns the ship retreats, the ship is considered destroyed and enemy forces may roll for capture (305.0). If the force which owns the ship remains in the hex, the ship returns to normal operations.—*Eric Stork*

(521.4) ATTACKING BASES

(521.41) **PROCEDURE:** Ground Combat Elements can be used to attack bases. The procedure is the same as in (521.3) except that the casualties under (521.34) are "SIDS [starbase damage increments (308.8)] scored". Note that (308.81) only allows one SIDS to be scored in any battle round, so after a successful "G" attack, further "G attacks" are canceled (even "12" results). It is possible to score one SIDS by normal combat and a second one by "G" attacks in a single battle round.

(521.42) **STARBASES:** Each starbase has one intrinsic "G" which can only be used for its own defense (521.38). Ground units on or supporting bases damaged by incremental damage steps are unaffected. A starbase could, if he wished, give up its own "intrinsic G" to resolve a defender casualty scored under (521.34).

(521.43) **BATTLE STATIONS:** A successful Marine attack on a crippled battle station (or base station) will destroy it, as a crippled battle station effectively has only one SIDS step. Note that if a Marine element from a ship in the hex is helping to defend the BATS, that Marine unit could be given up as the casualty required by a successful attack. Note, however, that a 12 result (521.34) might cause extra damage and could result in the destruction of the base. A successful Marine attack [one scoring a defender casualty on (521.34) above] on an uncrippled deployed Mobile Base would cripple it; a successful attack on a crippled mobile base would destroy it. Of course, if the defender has provided a supporting Marine G element from a ship in the hex, that GCE could be given up instead of damaging the MB.

(521.44) **MULTIPLE ATTACKS:** Note that multiple Marine attacks during a single Combat Round are possible, but only one of them can score a SIDS step. However, any number of such attacks can destroy Marine elements. A fleet defending a starbase could in theory send a GCE from a troop ship in the hex (521.38) to the starbase each round (two of them if the intrinsic G was lost earlier) and give up that GCE instead of a SIDS step lost to a Marine attack.

(521.5) CAPTURING SHIPS

If there is a ground combat ship present in a Battle Force which qualifies (521.32), it can modify the die roll in (305.1) by -1 and give up its ground attack. (No greater modifier is given for use of additional Gs, and the ship cannot make both a ground attack and a capture attempt.) No more than one ground combat ship can be used to obtain this modifier, even if more are present in the Battle Force. The captured ship is still selected randomly, it being assumed that the most vulnerable, not the most desirable, ship was selected as a target by the ground combat element commander. Ground combat ships can be included in pursuit battles as part of the Battle Force under the normal rules. There is no requirement to select a particular battle intensity to take advantage of this bonus.

(521.6) TROOP TRANSPORTS

(521.61) **OPERATIONS:** Troop transports are ground combat ships which carry large numbers of ground troops, but are slow and vulnerable units. They are treated as auxiliary warships, with the appropriate rules:

Their movement factor is 3. They can use Strategic Movement, but only for a maximum of 12 hexes per turn. They can retreat and retrograde as slow units (302.742). They cannot withdraw before combat, cannot use reaction movement, and cannot be part of a pursuit Battle Force. They have a command rating of 0. See (521.23) for production. See (513.13) for data on auxiliary warships.

Each race starts with one FTL and two FTSs, except for the Federation and Klingons, who start with two FTLs and three FTSs each. These begin the scenario in the capital hex.

(521.62) **LINK TO SAFs:** Special Attack Forces (520.0) include troop transports. If a player has an SAF, he can disband it and replace it with one FTL or two FTS troop ships. If a player is building an SAF, the cost can be reduced by removing one FTL (five points) or one (or two) FTS (two points each) which are in the shipyard hex, absorbing them into the SAF. It cannot provide both FTL and FTS ships. Crippled ships cannot be used.

(521.63) **FEDERATION COV:** This ship is an addition to the Order of Battle. The Federation can only have one of them at any given time. It has EW capabilities listed on the SIT. It can be sent off map for use as a survey ship in addition to the survey ships already there.

(521.7) TROOP PODS FOR TUGS

Troop transport pods are provided. Note that pods are single-sided counters, inactive on a crippled tug, and are destroyed with the tug.

(521.71) **RACES:** Most races have troop pods. The races begin with the assigned number of pods and cannot build more. Due to the limitations of the counter set, these are provided as generic counters usable by any race. See the Orders of Battle for what pods each race starts with and is allowed to build.

(521.711) The Federation, Tholians, and Hydrans are allowed to have two troop transport pods (each) at any one time. These pods have two "G" units and cost 4 points. These are marked "A-Pod" for Assault Pod. LTTs can carry only one pod, and thus could carry only one of these assault pods. Federation TGs, Tholian CPCs can carry two pods (either or both of which could be assault pods), but Hydran TGs can carry only one pod.

(521.712) The Klingons, Gorns, and Kzintis troop pods. These pods have one "G" rating and cost 2 points. One can be carried by an LTT; two by a tug. These are marked "T-Pod" for Troop Pod and are "single weight".

(521.713) The Romulans do not have troop pods.

(521.714) The Lyrans use both K-type troop pods (same as Klingons, used by tugs and LTTs) and A-type assault pallets (used only by their tugs).

(521.72) **MISSION:** Carrying troop transport pods is considered "Mission N" for purposes of (509.1). A tug carrying troop transport pods is treated as a ground combat ship.

(521.8) SPECIAL GROUND TROOPS RULES

(521.81) EXTRA TROOPS: Any Battle Force may, in any or every Combat Round, purchase the equivalent of one (and only one) "G" of extra ground troops for one economic point (deficit spending is allowed). (This is done when the Battle Force is formed.) This extra GCE is used for one battle round only, then is removed. Use an IND GCE counter to represent the presence of these extra troops. There is no overall limit on such purchases.

(521.811) The player using the extra GCE must designate one ship (at least 7 attack factors) to carry it; this ship loses 50% of its offensive potential and all special abilities (mauler, stasis, etc.). Restriction (521.374) applies to this selection. The extra G is lost if the ship carrying it is crippled.

(521.812) Ships which originally had their own "G" factors but lost them do not lose the compot when carrying "extra G" factors, but cannot carry extra Gs if they haven't lost some of their own.

(521.82) GORN BONUS: See (308.87) in F&E 2K.

(521.83) INDEPENDENT GCEs: It is possible to place GCEs on a friendly planet and leave them there. This can only be done if your race is at war (not just on wartime economy). It cannot be done on friendly planets during limited war.

(521.831) To place a GCE on a friendly (or captured) planet, there must be a ground combat ship in supply (not counting the planet itself as a supply source for this purpose) in that hex at the end of the player's turn (at the start of the Retrograde Movement Phase). The owning player pays one EP, depositing the GCE on the planet. (This is marked with an "IND GCE" counter.) The ground combat ship then can retrograde to the supply point (within retrograde range) which is closest to the capital (or the primary point of the separate grid), in terms of supply path, at which point it receives a new GCE. (This is different than the normal replacement system.)

(521.831A) Independent GCEs may not be placed on a planet if this would result in the number of I-GCEs exceeding the number of defense battalions, but may remain on the planet even if the PDUs were destroyed. If there are no defense battalions, then no independent GCEs can be placed there. The 3-point "residual" defense of a planet (508.21) is not a defense battalion.

(521.831B) Independent GCEs placed on a planet may not be removed from that planet.

(521.831C) Independent GCEs can be placed on planets in the capital hex within the limits of this rule; the troop ship can then remain in the hex or retrograde to any other supply point within range. Note, however, that these units cannot be placed on the actual capital planet as each of its battalions (521.835) already has a supporting GCE and this rule (521.831) prohibits deployment of IGCEs that exceed the number of battalions.

(521.832) Independent GCEs on a planet can support a defense battalion (521.38) on that planet. If the defense battalion they are supporting is destroyed, the independent GCE is also destroyed. A GCE on a planet does not have to support any PDU.

(521.833) A planet cannot be captured if there are enemy independent GCEs present on it. These can be destroyed by one of two methods (before or after the PDUs are destroyed and/or the planet is devastated). Attacking GCEs can attack them as if they were PDUs, or they can be destroyed by six points of damage by ships from orbit. (If given up voluntarily, an IND GCE satisfies only 3 damage points.) Note that these units are not destroyed, simply chased into the hills where they operate for years as guerrillas (having no effect on F&E). This rule does not apply to bases.

(521.834) One independent GCE may be placed on a starbase using the procedures above, reflecting the addition of a "barracks" module to the SB. See (521.4). Each G on the starbase defends against one G attack (at a time, many times per round); two Gs cannot defend against a single G attack. An independent GCE placed on a starbase can be given up to resolve a "defender casualty" under (521.34).

(521.835) Every defense battalion on the capital/shipyard planet (one planet per race) has an assigned GCE at no cost and the planet recruits another one at no cost whenever a new defense battalion is added. The IGCE provided by this rule represents the National Guard (or other reserve) planetary defense troops. This IGCE can only perform the defensive support role (521.38); it is destroyed with its defense battalion rather than being given up in place of it; this is the only way this IGCE can be destroyed). This IGCE is used to defend against every Marine attack on that battalion during a given turn in an exception to (521.38). Any ship-based "supporting" GCEs provided under (521.38) could be given up as casualties under (521.34) but each can only be used against one such attack and they provide no additional bonus beyond the intrinsic IGCE. These intrinsic capital IGCEs could be destroyed by bombardment (521.833), in which case the ship-supplied GCEs would have their normal function. (They cannot be given up voluntarily.) If the battalion survives the Combat Phase, the owner must pay 1 EP to recruit a new IGCE for that defense battalion.

(521.836) IND GCEs have no command rating.

(521.837) A ground combat ship can deposit its GCE on a neutral planet by the above method. (It is actually leaving the weapons and trainers and recruiting troops locally.)

(521.838) On a friendly (not captured) planet, you can "raise" an IND GCE (recruit it from the local population). This costs 2 EPs, and can only be done if the planet has at least four defense battalions and is in a supply grid (which pays the EPs).

(521.84) WEBS: Commando ships cannot attack bases or planets protected by webs.

(522.0) PRIME TEAMS

Prime Teams are highly trained special operations units. It can be assumed that a Prime Team counter in F&E represents the activities of such a unit, backed by other espionage and sabotage operations, in a critical theater of war. Prime Teams are represented by counters that can be carried by any ship or non-ship unit.—*Stephen V Cole, Steven P Petrick, Timothy D Olsen*

(522.1) DEPLOYMENT

Each turn, each race receives one Prime Team if it is at war (AT war, not just on a wartime economy unless specifically noted in the rules). The Federation receives two Prime Teams if they are at war, one (starting from the start of a scenario) if they are at peace. No race has any Prime Teams at the start of the game or any scenario unless stated otherwise in the scenario rules. (All are deployed on various missions. This rule represents pulling them from that other duty and giving them special training and equipment.)

Note: The various races call their "Prime Teams" by different terms, e.g., Klingon Dagger Teams, Romulan Praetorian Teams, Lyrans Stalkers, etc. All are designated "Prime Teams" in F&E for simplicity of recognition, except that the Orion "Crime Teams" are designated as such for reasons of tradition. We mean no disrespect.

(522.11) PURCHASE: Any race at war (not just on a wartime economy) can buy one extra Prime Team per turn at a cost of 5 EPs.

(522.12) PLACEMENT: All new Prime Teams are placed in the capital shipyard hex. Prime Teams received by a race not at war (only the Federation in the historical scenario) can be assigned to any fleet but this must be done evenly. No fleet can receive a second prime team until all have at least one; no fleet can receive a third until all have at least two (and so on).

(522.13) MAXIMUM NUMBER: The Federation and Klingon Empire can each operate a maximum of 15 Prime Teams. No other race can have more than 10 Prime Teams operating at any given time; the Tholians, Seltorians, LDR, and WYNs are limited to a maximum of four Prime Teams in operation at any given time. Note that the countersheets provided in *Combined Operations* will provide only four teams per race (eight for the Federation), which provides an alternative limit unless players obtain extra counters. Wounded prime teams (522.5) count against the total number a race is allowed to have. A player cannot voluntarily lose or retire a wounded prime team to make room for another team.

(522.14) DATE: For scenarios before the General War, it can be assumed that Prime Teams were available in Y100.

(522.2) MOVEMENT

Prime Teams can be carried by ships or can move (without actually being on a specific ship/counter) by Strategic Movement (without counting against the Strategic Movement limit) but must end that movement at a base or other unit.

(522.3) EMPLOYMENT

Prime Teams must always be "on board" a specific ship or other unit.

(522.31) SUPPLY: Prime Teams are unaffected by the supply status of the ship or unit carrying them.

(522.32) CASUALTIES: Prime Teams are destroyed if the unit they are on is destroyed unless they "survive". To see if a Prime Team survived, roll one die. If the result is "1" or "2", the Team survived and is placed with any other friendly unit in the hex. If there are no friendly units in the hex, the Team was captured and is removed from play. Prime Teams can also be destroyed in combat (522.4).

(522.33) LIMIT: No ship (or other unit) can operate more than one Prime Team; no Battle Force can operate more than four Prime Teams.

(522.34) TRANSFER: Prime Teams can be transferred between friendly units in a given hex at the start and end of any Combat Round. Prime Teams cannot operate from units of a foreign race. In a multi-system battle, Prime Teams can (between combat rounds) transfer between any eligible ships, even from the mobile to static defenses, or vice versa.

(522.35) COMMAND: Prime Teams have no command ratings.

(522.36) LIMITATION: Prime Teams on a ship in the Formation Bonus Position or the Free Scout cannot perform Missions (522.41), (522.42), or (522.43). Prime Teams on escorted units not in the Formation Bonus position are not affected. Prime Teams on ships supporting but not actually in the battle force cannot perform Missions (522.41), (522.42), or (522.43).

(522.4) USE IN COMBAT

During each Combat Round, each Prime Team may perform ONE of the following missions:

(522.41) COMMANDO: Assist in combat by functioning as a commando unit. To be used in this manner, the Prime Team must be in the Battle Force and not in the formation bonus position. It counts as two extra attack factors (in its own right, not part of the ship). It cannot be given up to resolve casualties and cannot be targeted by directed damage. The Prime Team might be lost (522.3) if the ship (or unit) it is on is destroyed. No more than two prime teams can be used in this matter in any single combat round. The presence of a prime team does not improve the abilities of the ship (e.g., it does not increase EW or the number of fighters, it does not turn a 10-point mauler into a 12-point mauler, it does not eliminate shock, etc.).

(522.42) MARINE: Assist in combat by assisting in a Marine attack on a Defense Battalion or a base. To be used in this manner, the Prime Team (i.e., the ship carrying it) must be in the Battle Force and not in the formation bonus position. Designate the Ground Element that the Prime Team is supporting (probably by a commando raid on some key part of the defense). The result is to add 1 to the die roll in (521.34). Then roll two separate dice. A result of 12 means that the Prime Team was destroyed. A result of 10-11 means that the Prime Team was "wounded". No more than one Prime Team can be used in this manner in a single combat round.

(522.43) CAPTURE: Assist in the capturing of an enemy ship. To be used in this manner, the Prime Team must be on a ship in the Battle Force and not in the formation bonus position and must survive the Combat Round. When rolling the dice to see if a ship was captured (305.1), the use of a Prime Team means that a die roll of 2-3 captures one ship (2-4 in the case of pursuit). However, a die roll of 11-12 means the Prime Team was destroyed in combat (i.e., is immediately removed from play). A die roll of 9-10 means that the Prime Team was "wounded". Each Battle Force may use only one Prime Team for this purpose each Combat Round. This is not cumulative with the use of a GCE (521.5). No more than one Prime Team can be used in this manner in a single combat round.

(522.44) SURVEY: If on a Survey Cruiser, each Prime Team adds two to the die roll for (505.2). Then roll two dice. On any result of 2-10, ignore it, but if the roll is a 11 for that Survey Cruiser, the Prime Team bungles a treaty negotiation and is wounded without adding to the die roll; on a die roll of 12 they are killed. No more than one Prime Team can be used by any given race for this type of mission each turn.

(522.45) PIRATES: Orion "Crime Teams" can perform any "Prime" mission, plus one other. If on a ship assigned to "piracy", that ship produces 1 extra EP for the Pirates for that turn (which is not deducted from the victimized race). Crime Teams can be deployed on Orion mercenary units.

(522.5) WOUNDED PRIME TEAMS

These must be transported to the owning player's capital, where they are restored to full status at a cost of 1 EP. They can use Strategic Movement for this trip (522.2), but must stop in the capital to be restored and cannot leave the capital again on that turn. If they cannot move to the capital, they cannot be restored to operational status. Note that the capital is not required to have a shipyard, so even a new temporary capital can restore Prime Teams.

Rules 523 through 530 are in Advanced Operations.

(531.0) POLICE SHIPS

All races have police forces used to control pirates, collect tariffs and taxes, perform search-and-rescue, and do other missions within the empire. These have a limited use during wartime.

(531.1) DEPLOYMENT

(531.11) INITIAL DEPLOYMENT of police ships is:

- Federation, Klingons: 4 each
- Romulans, Lyrans: 3 each
- Hydrans, Gorns, Kzintis: 2 each

In each case, these are added to the initial Order of Battle and are assigned to the "piracy patrol" which means they can be placed in any non-border province, one ship per province. Police ships are always "released".

(531.12) ADDITIONAL police ships are "called up" (taken off of police duty and reassigned to the military) when at war. Each race can call up one such ship per turn when at war (not including limited war); the Klingons and Federation can call up two such ships per turn. This is at no cost and does not count against production, but is done during the Production Step. Newly called-up police ships can be placed on the map in any hex that is in supply from the owning race's main grid and part of that race's original territory. They cannot be called up in Partial Grids.

(531.121) Only a few police ship counters are provided. Players could do any of the following:

1. Make additional counters.
2. Use Ship # counters.
3. Accept the limited number of counters. (This option is used if players cannot agree on another one.)
4. Purchase up to four additional copies of Countersheet T+U. (If these are available, #4 becomes the default option with a maximum of five sheets.)

5. Keep track of "called up but unused" police ships and use them to replace losses. These could be deployed instantly after taking losses but could not be placed in a hex with enemy units. They can only be placed in hexes within supply from the main supply grid and part of that race's original territory.

(531.122) A race can call up additional police ships (no more than one per turn) at a cost of 2 EPs each. This is expensive considering the tactical limitations on a weak ship, but if you just *have* to have another ship *right now* this is available.

(531.123) Police ships can be called up in reaction to raids under (314.243) but these go back to police duty immediately after the raid phase and do not remain in military service.

(531.2) OPERATIONS

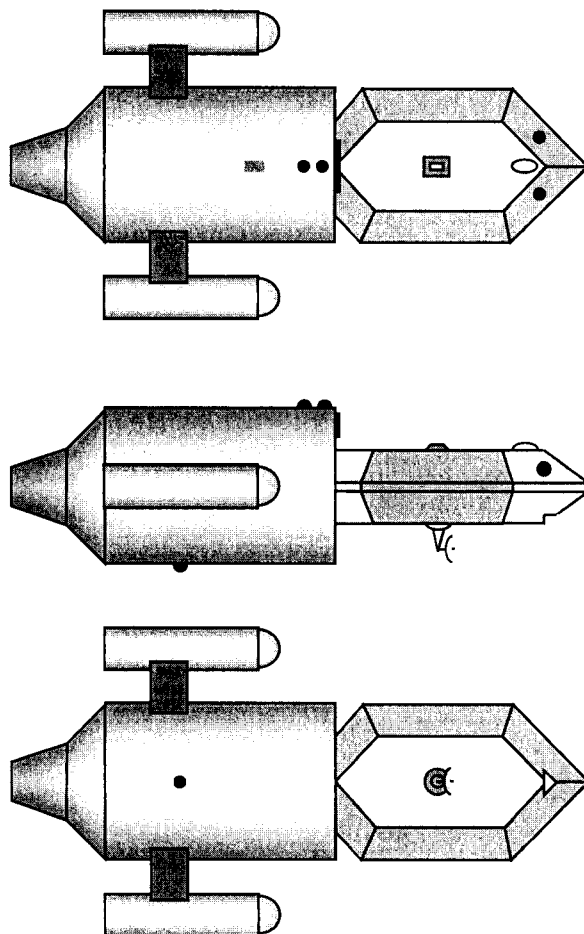
(531.21) MOVEMENT: Police ships move as regular warships with a speed of six. They can use all movement rules available to standard warships.

(531.211) Police ships cannot leave the original territory of the owning race unless they are stacked with a convoy (including commercial and military convoys, but not SAFs or LTFs) of the same race (in which case they cannot leave the convoy's hex unless the convoy is destroyed in which case the police ship is removed from the map and goes back to police work) or are retreating into Neutral Territory to accept internment.

(531.212) Police ships cannot enter a hex containing more than one enemy ship.

(531.22) COMBAT: Police ships function in combat as any other warship, but they have no crippled side. If crippled, they return to normal police duties and are removed from the map. Repairs will be taken care of by the police but you do not get the ship back. You can of course call up another police ship each turn, but you just get one such ship per turn (two for the Klingons and the Federation) even if you lost several. Police ships cannot be captured as they aren't worth the bother. Even if a police ship is destroyed, any salvage will go to the police, not to the players.

Federation Police Cutter



(600.0) SCENARIOS

These scenarios provide practical alternatives to the massive historical campaign in basic F&E and can be played in considerably less time.

(609.0) KOVAL'S LIGHTNING

This scenario covers the three-turn period from Turn #7 (Fall 171) through Turn #9 (Fall Y172) and portrays the initial Klingon assault on the Federation homeworlds.

The main Klingon thrust had been assigned to Admiral Koval of the Eastern Fleet.

(609.1) SCENARIO NOTES

(609.11) WAR: Klingons declare war on the Federation. All forces are available as provided within this scenario.

(609.12) ECONOMIC EXHAUSTION does not apply to this scenario. Neither player can use deficit spending after collecting his income on Turn #9.

(609.13) TREASURY: Both treasuries start with zero EPs.

(609.14) SET UP in this order: Federation, Klingon.

(609.15) EXPLORATION is already factored into the EPs allocated to each player for this scenario.

(609.16) COMMAND POINTS accumulated:

Federation:0

Klingon:1

(609.17) BATTLESHIPS: The Klingons cannot complete a B10 during this scenario; this aspect can be ignored.

(609.2) SCENARIO SCHEDULE

The scenario starts on Turn #7, Fall 171, with the Coalition Player Turn and proceeds through Turn #9, Fall Y172, ending with the Alliance Player Turn.

(609.3) VICTORY CONDITIONS

The Klingon player receives one point for each of the following actions or results:

- Destroy any Federation starbase.
- Devastate any Fed planet in the capital hex.
- Capture any Federation planet. (If a planet in the capital system is devastated *and* captured, it counts as two points. This, of course, means that the entire capital hex must be captured.)
- Total Klingon offensive combat strength of all ships (including fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn #9 is equal to or greater than their original combat strength. Bases/PDUs are not counted.
- Total Federation offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn #9 is less than their original combat strength. Bases and PDUs are not counted for this purpose.
- Minus one for any Federation SB built.
- Minus four if the total Klingon offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn #9 is less than the

total Federation offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn #9.

- Minus one for any Klingon MB, BATS, SB, or FRD destroyed in this sector.
- Minus one for any Klingon planet in this sector devastated by the Federation.

Having totaled the Klingon (or Coalition) victory points, consult the following table to determine the level of victory:

0 or lessFederation Decisive Victory
1Federation Tactical Victory
2Draw
3 or 4Klingon Tactical Victory
5 to 8Klingon Decisive Victory
9 or moreKlingon Incredible Victory

(609.4) SCENARIO CONDITIONS

This scenario is designed to be played independently, without first playing through turns #1 through #6.

(609.41) PLANETS AND BASES: All planets are producing at the undevastated rate, and all bases correspond with the original placement.

(609.42) CARRIERS: All references to carriers in the set up refer to the individual ships and *not the groups*.

(609.43) AREA OF THIS SCENARIO: Klingon territory south of xx13 hex row inclusive, east of 15xx hex column inclusive. Federation territory from and south of the line from 2012 to 3007 to 3016 inclusive, plus all of province 2907. Neutral Zone hexes from 1913 to the 30xx hex column, inclusive. Capturing all hexes of a province that are in this scenario counts as capturing the province. (This is the same as Sector D in Carrier War scenario 608.0.)

Units which move or retreat out of the area of this scenario are not destroyed, but are considered to have been irrevocably transferred to another sector. Units may draw supply from sources in other sectors (assume that the original borders in other sectors have not changed).

(609.44) KLINGON ECONOMICS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets in this sector.
- Plus 70 points (total) from the general treasury (this includes points from off-map exploration and neutral hexes in other sectors).
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules. New production is taken from the normal Klingon production schedule. Free fighters are available for use in production for this theater.

The Klingons can use the BATS and SBs in this sector (and their FRD, and any newly built FRDs, BATS, or SBs in this sector) to repair damaged ships or make conversions. If the Klingons later build another SB in this sector, they can use that for conversions and repairs also.

The Klingons receive one command point per turn. Additional command points can be purchased under (308.97). The Klingons have accumulated one command point for this sector before the scenario begins (609.16).

The Klingons may use a repair tug in this sector.

(609.45) FEDERATION ECONOMICS: The Federation player in this Sector Scenario has the following income:

- Whatever income can be produced from his provinces and planets in this sector (less any

areas captured or devastated). The following Federation provinces are part of this Sector Scenario: 2010, 2212, 2514, 2815, 2210, 2512, 2813, 2609, 2911, 2909.

- Plus 90 points (total) from the general treasury. This includes points from the capital, off-map exploration, and neutral hexes in other sectors. (Note that province 2907 is part of the points from the capital and does not count separately.)
- Plus any income from Klingon territory in this sector captured by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules. New production is taken from the normal Federation production schedule. Free fighters are available for use in production for this theater.

On Turn #7, multiply the total Federation income by 0.75 as per rule (602.15).

The Federation can use the existing BATS and SBs in this sector (and their FRDs, and any newly built BATS, FRDs, or SBs in this sector) to repair damaged ships or make conversions. If the Federation later builds another SB in this sector, they can use that for conversions and repairs also.

The Federation receives one command point per turn. Additional command points can be purchased under (308.97).

The Federation may use a repair tug in this sector.

(609.46) NEW PRODUCTION ships appear at the capital shipyard (one frigate can appear at each SB) and move normally [including free Strategic Movement (204.31)] from that point. Starbases in the capital (plus 2907 and 3008) can perform conversions for any sector. This allows an exception to the Sector Boundary movement rule.

(609.47) ORIONS are not used in this scenario.

(609.5) ORDER OF BATTLE

(609.51) KLINGONS: All original bases are intact (or have been replaced); none have been upgraded. All planets are undevastated and have their original defenses.

This sector is the Klingon Main Effort.

KLINGON FORCES (Set up in Klingon territory within the sector of this scenario.)

For purposes of this scenario, Koval may use the entire Eastern Fleet (plus the mothball, Imperial War Reserve, and new production ships). The other portion of the Federation front is covered by ships withdrawn from the Hydran and Kzinti sectors in preparation for the offensive. One TGA and one MB have been added to this fleet.

Home Fleet (elements): 1x C8, 4x D7C, 6x D7, 6x D6, 12x D5, 2x D6M, 3x D6D, 5x F5Q, 3x E4, 1x TGA, 2x F5S, 3x D5S, 1x D6S, 1x FRD, 1x [D5V + AD5 + F5E] 1x [FV + E4A].
Can set up in 1612, 1512, or 1411.

Pods: 2x Battle (BP), 1x Drone (DP), 2x Carrier (VP).

Mothball Reserves: The Imperial War Reserve is released as per (703.0). Roll one die for each ship; if the die roll is 1–4, the ship is assigned to Koval and available in this scenario. Two D6s can be activated from the Mothball Fleet each turn and are automatically assigned to this sector.

Other: The Klingons have two Reserve markers and two repair ships and can use one repair tug. The Klingon forces in this sector receive all free fighter allocations. Do not roll for Swarms.

(609.52) FEDERATION: All planets are undevastated and have their original defenses. All original bases are intact.

This sector is the Federation Main Effort.

FEDERATION FORCES (Set up in Federation territory.)

3rd Fleet: Set up within this sector as per (702.0). The 4th Fleet was covering the rest of the border.

Home Fleet: Parts of the Home Fleet were assigned to other sectors. This portion of the Home Fleet is available within this sector.

Warships: 1x DN, 2x CA, 2x CL, 2x NCL, 2x DD, 5x FF.

Carriers: 1x [CVA, ECL, 2x DE, SWAC], CVL (2nd Fleet).

Other: 1x SC, 2x TG, 2x MB, 1x FRD, 1x LAV.

7th Fleet: Set up as per (702.0).

5th Fleet: This force was sent to the northern sector and is not available in this scenario.

Pods: 1x Carrier (VP), 1x Heavy Carrier (VAP), 1x Battle (BP).

Mothball Reserve: 1x CA, 2x CL, 2x FF can be activated each turn and assigned to this sector.

Other: The Federation has two Reserve markers (including the one in the 3rd Fleet) and two repair ships and can use one repair tug. The Federation forces in this sector receive all free fighter and free SWAC allocations.

BOTH races use all of the additional ships from the Combined Operations Order of Battle Updates for the listed fleets and, if available, all additional ships from the Advanced Operations Order of Battle Updates.

(610.0) THUNDER OVER KZINTAI

This scenario covers the four-turn period from Turn #1 (Fall Y168) through Turn #4 (Spring Y170), the initial Coalition assault on the Kzinti homeworlds. The Coalition hoped that a quick assault could capture the Kzinti capital.

(610.1) SCENARIO NOTES

(610.11) WAR: The Lyrans declare war on the Kzintis on Turn #1. The Klingons declare war on the Kzintis on Turn #2. The Kzintis may not attack either opponent first.

(610.12) ECONOMIC EXHAUSTION does not apply to this scenario. Neither player can use deficit spending after collecting his income on Turn #4.

(610.13) TREASURY: All races start with zero EPs.

(610.14) SET UP in this order: Kzinti, Lyrans, Klingon.

(610.15) EXPLORATION does not apply to this scenario.

(610.16) COMMAND POINTS: Klingons have stockpiled 4 command points and the Lyrans 3 for this sector.

(610.17) BATTLESHIPS: The Klingons cannot complete a B10 during this scenario; this aspect can be ignored.

(610.18) MOTHBALL: The Klingons have the original mothball reserve available, under the original conditions.

(610.2) SCENARIO SCHEDULE

The scenario starts on Turn #1, Fall 168, with the Coalition Player Turn and proceeds through Turn #4, Spring Y170, ending with the Alliance Player Turn.

(610.3) VICTORY CONDITIONS

For the Coalition:

The Coalition wins a **DECISIVE VICTORY** if it captures the Kzinti capital and holds it after the Kzinti part of Turn #4, irrespective of any Coalition losses sustained.

The Coalition wins a **TACTICAL VICTORY** if it devastates three major and three minor planets in the Kzinti capital (including both in the Kzintai system) and has more total offensive combat strength, counting all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total), than the Kzintis do. Bases and PDUs are not counted for this purpose.

The Coalition wins a MARGINAL VICTORY if it accomplishes everything for a Tactical Victory except devastating the Kzinti capital planet itself.

The Sector Scenario is a DRAW for the Coalition if, at the end of the Kzinti half of Turn #4, the Coalition holds all Kzinti planets outside of hex 1401 (excluding those planets in the Marquis area) and has more total offensive combat strength, counting all ships (including their fighters, and including any pods whether attached to a tug or not, adding EW points to the total), than the Kzintis do. Bases and PDUs are not counted for this purpose.

Any other result is a DEFEAT for the Coalition.

For the Kzintis:

- The Kzintis win a DECISIVE VICTORY if they meet all three of the following conditions:

- There are no Coalition ships within 3 hexes of 1401.
- No more than two planets in 1401 are devastated.
- The Kzintis have more total offensive combat strength, counting all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total), than the Coalition does. Bases and PDUs are not counted for this purpose.

Tactical victory is 2 of the above, draw is 1 of the above.

(610.4) SCENARIO CONDITIONS

(610.41) PLANETS AND BASES: All planets are producing at the undevastated rate, and all bases correspond with the original placement.

(610.42) CARRIERS: All references to carriers in the set up refer to the individual ships and *not the groups*.

(610.43) AREA OF THIS SCENARIO: All Kzinti territory. Klingon provinces 0906, 1107, and 1507. Lyrans territory north of the xx08 hex row inclusive. All Neutral Zone hexes adjacent to Kzinti territory. Neutral Zone hexes 0805 through 0808. (A map of this sector is in Carrier War.)

Units which move or retreat out of the area of this scenario are not destroyed, but are considered to have been irrevocably transferred to another sector. Units may draw supply from sources in other sectors (assume that the original borders in other sectors have not changed).

(610.44) KZINTI ECONOMICS: The Kzintis (who appear only in Sector B, i.e., this sector) use the normal economic system. The Kzintis receive one command point per turn. Additional command points can be purchased under (308.97). The Kzintis may use one repair tug.

(610.45) LYRAN ECONOMICS: The Lyrans player in this Sector Scenario uses the standard economic rules, except that on Turn #4, 80 points is deducted to reflect expenses on the southern front. These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the normal Lyrans production schedule. Free fighters are available for use in production for this theater.

The Lyrans can use any bases, except those in the Enemy's Blood Fleet area, for repairs and conversions. They cannot use the capital starbase(s) on Turn #4.

The Lyrans receive one command point per turn. Additional command points can be purchased under (308.97). The Lyrans have accumulated three command points for this sector before the scenario begins (610.16). The Lyrans have two Reserve Markers for this scenario.

The Lyrans may use a repair tug.

(610.46) KLINGON ECONOMICS: The Klingon player in this Sector Scenario uses the standard economic rules, except that on turn #4, 100 points is deducted to reflect expenses on the southern front.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules. New production is taken from the normal Klingon production schedule. Free fighters are available for use in production for this theater.

The Klingons can use their bases (except those in the areas of the Western and Eastern Fleets) for repairs or conversions.

The Klingons receive one command point per turn. Additional command points can be purchased under (308.97). The Klingons have accumulated four command points for this sector before the scenario begins (610.16). The Klingons have one Reserve Marker on Turn #1 and two thereafter. The Klingons may use a repair tug, except on Turn #4.

(610.47) NEW PRODUCTION ships appear at the capital shipyard (even if not in the sector) and move normally [including free Strategic Movement (204.31)] from that point. One frigate can be built on each starbase (431.5). Starbases in all three capitals (plus 0608, 0404, 0902, 1304, 1704, and 1509) can perform conversions for the respective races. This allows an exception to (610.43).

(610.48) ORIONS are not used in this scenario.

(610.5) ORDERS OF BATTLE

(610.51) KZINTIS: KZINTI FORCES use the standard set up for the start of the historical campaign.

(610.52) LYRANS: The Lyrans use the standard set up and fleet release schedule for the start of the historical campaign.

(610.53) KLINGONS: The Klingons use the standard set up and fleet release schedule for the start of the historical campaign. Do not roll for Swarms. They do receive the Tholian Border Squadron as per historical rules.

ALL races use all of the additional ships from the Combined Operations Order of Battle Updates, and, if available, all additional ships from the Advanced Operations Order of Battle Updates.

(611.0) THE HYDRAN EXPEDITION

(Y169-Y171)

by Frank Crull

This scenario depicts a portion of the action which took place historically when the Hydrans entered the General War. The Hydrans attacked the Klingons and attempted to fight their way through to Federation territory. It was hoped that this demonstration of Hydran power (and willingness to fight) would induce the Federation to enter the war immediately and take advantage of the disruption of Klingon territory caused by the Hydran attack. Historically, the Hydrans failed to get across Klingon territory by the end of Y170 and abandoned the operation after massive losses.

(611.1) GENERAL SCENARIO RULES

(611.11) POLITICAL RULES: Some elements of the Hydran government opposed the expedition, fearing that Coalition units might be able to get behind them and raid the capital. To account for this justifiable concern, the Hydran player is required to comply with the following requirements within this scenario only. (These do not apply in a full historical campaign which has other means of imposing restrictions.)

(611.111) TERRITORIAL INTEGRITY: At the start of each Hydran turn, the Hydran player must determine if any Klingon ships are in Hydran territory. If so, the Hydran player must, at the end of his Movement Phase, have as many Hydran ships in Hydran territory as there are Klingon ships in Hydran territory. (Note specifically that this refers to ships, not units, and does not include any Hydran ships ostensibly fighting the Lyrans.) This requirement must be resolved first, before any

other Hydran ships are moved, and may include new production. If the total number of Hydran ships able to move into Hydran territory is less than that required, the Hydran player must move as many of his ships into his territory as possible; he further must make his "best effort" to resolve the deficiency, said "best effort" involving the movement of the Hydran ships (equal to the deficiency) closest to Hydran territory toward Hydran territory at their highest movement rate. For this section, a crippled ship counts as one-half of a ship.

(611.112) CAPITAL REACTION: If any Klingon units enter the Hydran capital, all Hydran ships within reaction range of the capital which are able to do so must move to the capital by Reaction Movement, and any reserve forces within movement range of the capital must move there.

(611.113) CAPITAL SECURITY: If at the start of any Hydran turn there are Klingon ships adjacent to the Hydran capital, the Hydran player must move a number of ships equal to the Klingon force into the same hex as the Klingon force, without removing more than one-half of his ships in the capital hex from the capital hex. If he is unable to comply with this requirement, he must make his "best effort" as above, using ships outside of the capital hex. This requirement must be satisfied before other ships (not involved in satisfying the requirement) are moved and is to be resolved before the territorial requirement in (611.111) above. For this section, a crippled ship counts as one-half of a ship.

(611.12) ECONOMICS: The standard economic and production rules are not used in this scenario. Players do not keep track of economic points or pay for production or repair, except as noted in these rules.

(611.121) The Hydran player receives four economic points per turn starting on Turn #3. These can be used for carrier group damage steps, conversions, alternative production (e.g., replacing an HN with a CR), escort conversions, MBs, or FRDs.

(611.122) The Klingon player receives six economic points per turn starting on Turn #4. These can be used for drone ships, carrier group damage steps, conversions, alternative production (e.g., replacing a D6 with a D6D), MBs, or FRDs.

(611.123) These points can be accumulated. Each player also receives points for captured enemy planets and provinces as per the normal rules. Unused points can be accumulated from turn to turn.

(611.124) There are no "survey" points, and survey ships are not used in this scenario.

(611.13) SUPPLY: The normal supply rules and supply grid are used. Each player has one convoy (which begins in the capital hex). See the Hydran Tug Rules below for additional information.

(611.14) HYDRAN TUG: The Hydrans have outfitted one tug (the one with the Expeditionary Fleet) to serve as a mobile supply unit. (One such tug is available in the historical campaign.)

(611.141) This tug cannot be used for any other purpose. It always carries the fighter conveyor pod (513.5) and 20 "ship-turns" of supplies.

(611.142) If the tug is out of supply, it can be used as a supply source for other out-of-supply ships which are stacked with the tug. Each "ship-turn" of supplies is enough to supply one ship (of any type) for one turn. As the tug's supplies are used, this must be recorded.

(611.143) If the tug can ever re-establish a valid supply path to a supply point in Hydran space, its stockpile of ship-supplies is restored to the original level automatically and at no cost, but this can be done only once. The tug itself requires supplies. See also (611.145).

(611.144) The Hydran player is not obligated to draw supplies from the tug for every ship in the tug hex, but can leave some of his ships unsupplied.

(611.145) Hydran ships can receive replacement fighters from the tug up to the limits of those carried on the conveyor pod (513.53) while out of supply. If the tug can trace a legal supply path back to the Hydran capital, replacement fighters for the pod may be purchased under (513.55).

(611.15) REPAIRS: Hydrans may conduct repairs at any of their bases in the scenario area. Klingons may conduct repairs at any Klingon base in the scenario area or in the capital. FRDs may be used. There is no cost for these repairs; it is assumed that sufficient economic points are available. Each player receives one repair ship per turn (at the capital).

(611.16) COMBAT: No Hydran unit in Klingon territory or a Neutral Zone hex adjacent to Klingon territory can retreat in direction 1, 2, or 3 (see hex 5702) unless it has fought at least two Combat Rounds.

(611.17) RESERVES: At the start of the scenario, ships in the Klingon Home Fleet Detachment and Southern Reserve fleets are marked as reserves. This status ends at the end of Turn #3 (i.e., the first turn of the scenario). Thereafter, each player has one reserve marker. (These are from the Klingon Southern Reserve and Hydran Home fleets; the other markers are used elsewhere and are not used in this scenario.)

(611.18) MAP AREA USED: Units in this scenario are restricted to an area defined as follows:

Hydran territory from hex column 06xx to hex column 12xx inclusive.

Hydran-Klingon Neutral Zone from 0613 to 0913 to 1319 inclusive.

Klingon territory from hex row xx11 to hex row xx19 inclusive.

In addition, Hydran units (only) can enter Neutral Zone hexes adjacent to Federation territory and Federation territory itself.

Klingon units (only) may move through, set up in, or remain in Klingon territory outside of the designated area.

Units may enter LDR territory but will be immediately interned for the duration of the scenario if they do so.

(611.19) The scenario begins with the Hydran part of Turn #3 (which is the first turn of this campaign) and concludes with the Hydran part of Turn #6 (the last turn of this campaign).

(611.2) TIME TABLES FOR SCENARIO

TURN 3, FALL Y169

Historical: Hydrans attack Klingons.

HYDRAN Available: Home Fleet, First Fleet, Expeditionary Fleet.

KLINGON Available: Western Fleet and Southern Reserve Fleet. Home Fleet Detachment is activated whenever Hydran units enter Klingon territory. Individual units of the Eastern Fleet become active whenever Hydran units move within reaction range. Units of this fleet can never leave the Klingon provinces adjacent to the Federation or Tholian Neutral Zone, even by Reaction Movement.

TURN 4, SPRING Y170: Same as Turn #3.

TURN 5, FALL Y170: Same as Turn #3.

TURN 6, SPRING Y171: Historically, the Expedition ends as the surviving ships are recalled to defend the Hydran capital. (One destroyer actually reached the Fed border, but it was too late.)

(611.3) FLEET DEPLOYMENTS

(611.31) HYDRAN: Home Fleet (0617): 1x LM, 3x RN, 3x LN, 1x SC, 1x TG, 1x CR, 2x HN, 1x LNG, 1x LAV, 2x FRD, 2x MB, 1x RESV, 1x FTL, 2x FTS.

First Fleet: (0915, 1116, 1217, 1219, and/or 1017): 1x LM, 4x RN, 1x HR, 3x LN, 1x SC, 1x TG, 1x CR, 5x HN, 1x HNG, 1x SAV, 1x MON.

Expeditionary Fleet (0716): 1x LB, 3x DG, 1x LNG, 3x KN, 1x SC, 1x TG, 1x CR, 2x CU, 1x LAV.

PODS: 1x Carrier, 1x Battle, 1x Fighter Conveyor, 1x Fire support, 2x Troop.

PWC: Spring Y169: 1x PAL, 1x RN, 1x HR, 3x HN.

Fall 169: 1x [UH + DE + 2x AH], 1x DG, 1x TR, 3x HN, 3x CU.

NOTE: The Second Fleet and Old Colonies squadron, together with some pods and new construction, and one reserve counter were committed against the Lyrans and are not used in this scenario. If using Advanced Operations, add all additions to the listed fleets.

(611.32) KLINGON: Home Fleet Detachment (1411): 1x D7C, 1x D7, 2x D6, 1x D5, 2x F5Q, 1x F5S, 1x [FV + E4A], 3x E4, 1x FTS, 1x FTL.

Western Fleet, set up within two hexes of Hydran Neutral Zone: 1x D7C, 3x D7, 3x D6, 1x D6M, 3x F5Q, 1x F5S, 1x F5G, 1x [FV + E4A], 3x E4, 1x [CVT + 2x E4A], 1x TGA, 1x SAV, 1x MON.

Southern Reserve (1716): 1x D7C, 3x D7, 3x D6, 1x D6D, 1x D6S, 1x D6G, 3x F5Q, 1x F5S, 1x [FV + E4A], 3x E4, 1x [D6V + 2x E4], 1x TGB, 1x LAV, 1x FRD, 1x MB, 1x RESV, 1x MON.

Eastern Fleet, set up on bases in the Federation and Tholian neutral zones 1811, 1813, 2014, 2215, 2416, 2517, or 2519, maximum of four ships (not counting fighter factors) per base: 1x D7C, 3x D7, 3x D6, 1x D6M, 1x D6G, 3x F5Q, 1x F5S, 1x [FV + E4A], 3x E4, 1x [CVT + 2x E4A], 1x TGA, 1x SAV, 1x MON. These ships can be redeployed by Operational Movement before the Hydrans reach their area, but at the end of any given turn that Hydran ships are not adjacent to their deployment area, the four ship maximum per base must be met and all ships must be on bases. (One base can have five ships.)

PODS: 2x Battle Pods, 2x Carrier Pods, 4x Troop pods.

NOTE: All other units of the Home Fleet, plus all new construction before the Hydrans attacked, were sent to the Kzinti front. If using Advanced Ops, add all additions to the listed fleets. Klingons set up first.

(611.4) PRODUCTION SCHEDULES

(611.41) HYDRAN: Spring Y170: 1x PAL, 1x RN, 2x HR, 1x TR, 3x HN, 3x CU.

Fall Y170: 1x [CV + DE + 2x AH] 1x DG, 2x HR, 1x TR, 3x HN, 3x CU.

The Hydran player must roll a die for each unit/group in his production schedule except for Fall Y169 units (note that the Fall Y168 production has already been added to the First Fleet). This includes the Spring Y169 PWC units. On the Spring Y169 and Y170 turns, the unit/group is received by the Hydran at his capital on a die roll of 2-6 (otherwise the unit/group is assigned to the Lyran front). The Fall Y170 units are

resolved on a die roll of 3-6, and the Spring Y171 units are resolved on a die roll of 4-6.

(611.42) KLINGON: Spring turns: 1x C8, 2x D7, 9x D5, 2x F5Q, 3x E4.

Fall turns: 1x D7C, 1x D7, 1x D6, 9x D5, 2x F5Q, 3x E4.

Mothball: 2x D6 and 2x F5 activated each turn.

The Klingon player receives the above production (and mothball activations) for each turn after the scenario begins (note that he receives no units on the first turn since the scenario begins with the Hydran half of the turn), but must roll one die for each unit or group received. On a die roll of 1-3, the unit is received at the capital. On a die roll of 4-6, the unit has been diverted to the Kzinti front. This die roll is done after all conversions and substitutions of newly constructed units.

NOTE: It is impossible for the Klingons to complete a B10 before the scenario is over. Do not roll for swarms. No SFG conversions (312.1) are available to this front.

(611.43) BOTH: All overproduction is presumed to have been sent to the other front (Lyran in the case of the Hydrans, Kzinti in the case of the Klingons). Additional production (e.g., the one mobile base allowed per turn) must be paid for separately.

ALL races use all of the additional ships from the Combined Operations Order of Battle Updates, and, if available, all additional ships from the Advanced Operations Order of Battle Updates.

(611.5) VICTORY CONDITIONS

HYDRAN DECISIVE: To achieve this level of victory, the Hydrans must, at the end of Turn #6, have destroyed at least two Klingon bases on the Hydran border (or one such base and any Klingon starbase) and one base on the Federation border and must establish a valid Strategic Movement path from the Federation capital to the Hydran capital.

HYDRAN TACTICAL: To achieve this level, the Hydrans must satisfy one of the following groups of conditions:

- ★ Move at least five uncrippled ships into Federation territory. Crippled ships count as 1/2 of an uncrippled ship; fighter factors do not count.
- ★ Destroy the Klingon starbase at 1716.
- ★ Destroy Klingon units and bases with a total combat potential (not counting fighters) at least 33% more than the total Hydran losses (not counting fighters, scouts add their EW rating). Count FRDs as 10 points.

STALEMATE: Any result that does not satisfy one of the victory conditions listed above or below.

KLINGON TACTICAL: Avoid all of the Hydran victory conditions, and satisfy one of the following groups of conditions:

- ★ Destroy any Hydran starbase.
- ★ Devastate any major planet in the Hydran capital hex.
- ★ Destroy Hydran units and bases with a total combat potential (not counting fighters, scouts add their EW rating) at least 33% more than the total Klingon losses (not counting fighters). Count FRDs as 10 points.

KLINGON DECISIVE: Avoid all of the Hydran victory conditions and destroy two Hydran starbases, four Hydran BATs, and devastate every planet in the Hydran capital hex.

NOTE: If the Hydran capital is captured, the Hydrans automatically lose regardless of any other condition.

(612.0) THE WAYWARD WIND

(Coalition War Plan 2A, Y168)

by Steven P Petrick

This scenario depicts a variation of the first three years of the General War (a period of six turns) in which the Coalition initiated the conflict by attacking the Hydrans first, rather than the Kzintis. This is the period before the Federation became involved. The Klingons and Lyrans were attempting to permanently eliminate the Hydrans and Kzintis as significant powers.

Use the standard Orders of Battle from section (700.0) Annexes. All new production ships are available.

(612.1) SCENARIO NOTES

(612.11) Klingon Eastern Fleet is not released unless a Kzinti or Hydran unit enters a Klingon province which is adjacent to the Federation Neutral Zone. The Klingons can begin activating mothball ships on Turn #1.

(612.12) Kzinti Marquis Fleet may move freely after the Klingons enter Kzinti territory, but must leave six ships from the original fleet, including a Command Cruiser, in the two provinces adjacent to the Federation Neutral Zone. These ships (and the Federation 4th Fleet) are released if a Coalition (or Orion mercenary hired by the Coalition) unit enters either of those provinces. This condition does not apply on Turn #7 (if this variation is being used to play the entire General War) or later. This will create a state of Limited War for the Federation. All Kzinti ships interned by the Federation are released if Limited War is declared.

(612.13) Forces listed as available may move anywhere in that race's territory and in the territory of races with which it is at War. Forces which are "released" become available.

(612.14) Special: If Hydrans (even a single ship) enter Federation territory, the Federation joins the Alliance (as it normally would on Turn #7 if this variation is being used to play the entire General War). If the Hydrans enter Federation territory (Turn #6 or before) during the Coalition turn, the Federation is at 75% on that turn and 100% on the next and all thereafter. If the Hydrans enter Federation territory on an Alliance turn, the Federation is at 50% on that turn, 75% on the next turn, and 100% on the next turn and thereafter.

(612.15) Initially the Hydran, Lyran, and Klingon forces are on the board. These races build ships and maneuver their units as per the rules. Also set up the Federation 4th Fleet. (Note: You can set up all of the forces for all players if you wish. This will, however, take considerable time and, unless Pirates are operating, is not actually necessary even if this variation is being used to play the entire General War).

During the Alliance half of Turn #3, the Kzintis set up their ships and add any ships produced (according to the schedule) on Turns #1 and #2. They do not complete an Economic Form for those turns, do not pay for the ships, and cannot accumulate unspent Economic Points. The Kzintis become fully functional on Turn #3, complete an Economic Form, build ships, and may accumulate unspent Economic Points and/or use overbuilds from that time and not before.

The Klingons (on Turn #1) can move their new production ships within their own territory. These are the only Klingon ships able to move on Turn #1. The Klingons are considered to be on a Wartime economy, but not at War or allied, on Turn #1 (e.g., they produce and build at wartime rates but cannot operate survey ships).

Set up in this order: Lyran, Hydran, Klingon.

(612.2) SCENARIO SCHEDULE

TURN 1, FALL Y168

Event: Lyrans invade Hydran territory.

Lyrans are not required to attack. Hydrans may attack.

LYRAN Forces Available: Southern Fleet, Home Fleet.

HYDRAN Forces Available: Second, Expeditionary, Home Fleets. Ships from the forces in 0215 and 0716 can be designated as Reserves at start at the option of the Hydran player. See (709.0) for the release of the Old Colonies Squadron.

KLINGONS are on a "wartime" economy (612.15); all fleets are inactive. See (503.4) Future Belligerents.

TURN 2, SPRING Y169

Event: Klingons invade Hydran territory.

Klingons not required to attack. Hydrans may attack.

LYRAN Forces Available: As above, plus Far Stars arrives by (204.39), entering at 0109 or 0104.

KLINGON Forces Available: Western Fleet, Southern Reserve Fleet. Tholian Border Squadron is released and can move by Strategic Movement. The deployment area of the TBS is added to Eastern Fleet; Eastern Fleet ships may move into that area; any invasion of that area activates the Eastern Fleet.

HYDRAN Forces Available: As above, plus First Fleet.

TURN 3, FALL Y169

Event: Kzintis attack Klingons and Lyrans.

Kzintis are not required to attack. Klingons and/or Lyrans cannot attack Kzintis. If Kzintis do not attack, released Coalition Forces available against the Hydrans.

LYRAN Forces Available: All Lyran Forces are available.

KLINGON Forces Available: All except Eastern Fleet and Home Fleet. Home Fleet is released if the Kzintis destroy a Klingon base or the Hydrans enter Klingon territory.

KZINTI Forces Available: All except for six designated ships from Marquis Fleet.

HYDRAN Forces Available: As above.

TURN 4, SPRING Y170

Klingons-Lyrans can attack Hydrans and/or Kzintis.

LYRAN Forces Available: All.

KLINGON Forces Available: All except East Fleet.

KZINTI Forces Available: All but six ships from Marquis.

HYDRAN Forces Available: As above.

TURN 5, FALL Y170: Same as Turn #4.

TURN 6, SPRING Y171: Same as Turn #4.

The scenario ends after six turns.

(612.3) FORCES AVAILABLE

Use the standard Historical Order of Battle. All races use all of the additional ships from the Combined Operations Order of Battle Updates, and, if available, all additional ships from the Advanced Operations Order of Battle Updates.

(612.4) PRODUCTION SCHEDULE

Use the standard historical production schedules.

(612.5) VICTORY CONDITIONS

To win any level of victory, the Coalition (Lyran-Klingon) must have more total ships than the Alliance (Hydran-Kzinti) and more total attack factors, including fighters on those ships. Also, the Lyran and Klingon capitals must not be held by Alliance Forces. In addition:

DECISIVE VICTORY: The Coalition captures both the Kzinti and Hydran capitals and holds them at the end of the scenario.

MAJOR VICTORY: The total Alliance economy is 75 points or less, and the Coalition has destroyed 25 Alliance BATS.

TACTICAL VICTORY: The total Alliance economy is 90 points or less, and the Coalition has destroyed 20 Alliance BATS.

ALLIANCE VICTORY: Any other result is Alliance victory.

To count destroyed Alliance battle stations, take the total number of destroyed, minus the number of Coalition battle stations destroyed. Count each starbase (Alliance or Coalition) as three battle stations. Each newly built base (except those off-map) offsets one identical destroyed base. Count crippled ships and all bases as "ships" for purposes of the totals.

(613.0) REPTILICON REVENGED

(Y167)

by Bill Walter

Early in Y167, the Romulans learned that the Gorns had withdrawn a BC from the Home Fleet and a BC from the 6th Fleet for repairs and refitting. The Romulans believed that if they could destroy the remaining BC in the 6th Fleet, they would have the strategic advantage necessary to attack the Gorns. Two Romulan KRs and a Klingon D7 attempted this feat and failed when the Federation assisted the BC *Reptilicon* [as told in the story *Refiner's Fire* in Captain's Log #2].

What if the Romulans had managed to destroy the *Reptilicon* as planned? This scenario simulates the ensuing Romulan attempt to gain a swift strategic advantage over the Gorns and makes an ideal two-player game playable in one evening (approximately 4–5 hours).

(613.1) SCENARIO NOTES

(613.11) **Number of Players:** Two, Gorn and Romulan.

(613.12) **Areas allowed** for movement: Both races are restricted to Gorn and Romulan territory [excluding Romulan unexplored space (603.15)] and the Neutral Zone hexes and planet between Gorn and Romulan space.

(613.13) **The Romulans** receive income only from their explored territory and not from the provinces and planets shown on the map as Romulan but not yet explored (603.15). Thus, the Romulan income will be 97 EP per turn. All of Gorn space is explored; thus, the Gorn income will be 87 EP per turn. Neither the Romulans nor the Gorns may conduct on-map or off-map exploration. Neither side can use deficit spending on Turn A (Spring Y168).

(613.14) **Reserves:** Both sides' reserves are attached to the designated fleets as per (704.0) and (706.0) and are released when the fleet is released as per the fleet release schedule (see below).

(613.15) **Repair ships:** Gorns have one, Romulans have two.

(613.16) **Pods:** Gorns have two battle pods and two troop (A) pods; the Romulans have none of either.

(613.17) **The Romulans** deploy their forces first. Then the Gorns deploy their forces. Romulans move first.

(613.18) **The Romulans** receive six free fighter factors (431.74) per turn. Gorns receive no free fighter factors. Both sides receive one free command point apiece each turn (308.91). The Gorn bases do NOT have fighters.

(613.19) **Each side** has 10 free Strategic Movements (204.3).

(613.2) SCENARIO SEQUENCE

Note: The turns are lettered (rather than numbered) and presented in reverse order to reflect turns prior to the historical beginning of the General War.

TURN C: SPRING Y167

Historical: Romulans attack Gorn territory. (There isn't much point in the scenario if they don't; there isn't time to wait.) Romulans destroy several Gorn border BATS.

Fleets Released:

Romulans: North Fleet, Home Fleet (portion).

Gorns: 6th Fleet, Home Fleet (after Romulan unit enters Gorn Space). The Gorns may establish reserve fleets in the 6th and Home Fleets during set up.

TURN B: FALL Y167

Historical: Gorn defense crystallizes around border starbases. Romulans find assault more difficult than expected, and attrition starts taking its toll on the Romulan Fleet.

Fleets Released: Romulans and Gorns: As above

TURN A: SPRING Y168

Historical: Mounting Romulan losses and an unbreakable stalemate, coupled with the delay caused to the fleet modernization program and the increasing concern over Federation intervention, caused the Romulans to withdraw to their original borders. The original borders were reestablished by both sides, and fleets were rebuilt as the General War started on the other side of the universe. Both sides waited and prepared for a future conflict.

The scenario ends after three turns.

(613.3) FLEET DEPLOYMENT AND RELEASE

(613.31) GORN FLEET RELEASE SCHEDULE

The Gorn High Command was concerned about reports of a pending Romulan invasion. Thus, the 6th Fleet is released and active at start. The Home Fleet is released as soon as any Romulan unit enters Gorn space. The 2nd Fleet is released as soon as any Romulan unit enters the 2nd Fleet set-up area (706.0). All Gorn fleets are released if a Romulan unit enters a Gorn Homeworld hex. At the time of this scenario, these fleets were composed of the following units:

Home Fleet: CC, BC, 4x CL, COM, 6x DD, DDG, SC, 2x TG,

FTL, 2x FTS, 2x FRD, 2x MB, Reserve, MON, pods.

6th Fleet: CC, 4x CL, COM, 6x DD, DDG, SC, Resv, MON.

2nd Fleet: CC, 2x BC, 4x CL, COM, 6x DD, DDG, SC, MON.

Once the Romulans invaded, the Gorns worked swiftly to bring the two Gorn BCs which were being repaired back on line. At the beginning of the Gorn build phase of each turn, the Gorn player rolls one die for each BC. The BC will be combat ready and count as a new build on that turn (no cost) if the requisite number, as shown on the following table, is rolled for that BC. The reactivated BC will appear at the shipyard with the new builds.

No ships are added by Advanced Operations.

Turn **Die Roll Required**

Spring 167..... 1–3

Fall 167 1–5

Spring 168..... 1–6 (automatic)

(613.32) ROMULAN FLEET RELEASE SCHEDULE

The Romulans, while desiring to secure a quick victory over the Gorns, were extremely concerned about the threat from the Federation. Thus, only a portion of the fleet was sent to attack the Gorns. The Northern Fleet is released at start. A variable portion of the Home Fleet is released at start (see below). The Western Fleet is released as soon as any Gorn unit enters the Western Fleet set-up area (704.0). The Patrol Detachment is released in the unlikely event any Gorn unit enters the Patrol Detachment set-up area (704.0). All Romulan Fleets are released if a Gorn unit enters a Romulan Homeworld.

At the time of this scenario, the above fleets were composed of the following units:

Home Fleet: 8x WE, SE, [2x WH + 2x BHE], FAL, 3x SN, 2x FRD, MB, Reserve, KRC, 2x KR, 2x KRT, 2x K5Q, K5S, CE, FTL, 2x FTS.

North Fleet: 8x WE, SE, FAL, 3x SN, [3x FE], MB, Reserve, KRC, 2x KR, K5Q, K5S, CE.

West Fleet: 5x WE, SE, FAL, [2x WH + 2x BHE], 3x SN, [3x FE], MB, Reserve, KRC, 2x KR, 3x K7R, K5Q, K5S, CE.

Patrol Detachment: 6x WE, 3x SN, SE.

Eastern Patrol (not available in scenario): 3x WE.

The following units from the Home Fleet will be released at start depending on the number rolled by the Romulan player (reflecting the variable nature of the Romulan high command's fear of the Federation and other security concerns).

Die Units Released

1-2 5x WE, [2x WH + 2x BHE], SN, FRD, K5Q, KR

3-4 6x WE, [2x WH + 2x BHE], 2x SN, FRD, K5Q, KR, KRT, K5S, Resv

5-6 7x WE, [2x WH + 2x BHE], FAL, SN, FRD, K5Q, KRC, KRT, K5S, Resv

By mutual agreement, if the players are of unequal experience or skill, this rule may be used as a balancing measure. If the Gorn player is more experienced, give the Romulan the units available under die roll 5-6. If the Romulan player is more experienced, give the Romulan the units available under die roll 1-2.

No ships are added by Advanced Operations.

(613.4) PRODUCTION SCHEDULE

At this time, prior to the General War, the ships available to both sides for building and converting were much different than would be seen later. Follow the listings here rather than those in (704.0), (706.0), and (751.0).

(613.41) GORN STANDARD BUILDS

Spring 167: BC, 2x CL, 3x DD

Fall 167: BC, 2x CL, 3x DD

Spring 168: BC, 2x CL, 3x DD

GORN ALLOWABLE CONVERSIONS

BC to CC 1 point

DD to SC 2 points

CL to BC 4 points

CL or BC to TG 4 points

GORN ALLOWABLE SUBSTITUTIONS

BC w/ TG - 1/year

BC w/ CL - 1/turn

GORN SHIPS ALLOWED TO BE OVERBUILT

CL, DD, SC, BC

(613.42) ROMULAN STANDARD BUILDS

Spring 167: WE, 3x BH, 5x SN

Fall 167: WE, 3x BH, 5x SN

Spring 168: WE, 3x SP, 3x SK, SN

ROMULAN ALLOWABLE CONVERSIONS (Y168 only)

K7R to KRC 2 points

K5 to K5S 2 points

KR or K7R or KRM 5 points

SP? to SP or SPH 0 points

SP? + 2x SK? to SPB 3 points

SP? to SPC 3 points

SP? to SPF 4 points

SK? to SK 0 points

SK? to SKF 2 points

SK? + SK? to SKB 2 points

WE to SE 3 points

3x WE to 3x FE 3 points

WE to FAL 5 points

4x BH to 4x WH 4 points

2x BH + 2x SN to 4x WH 5 points

ROMULAN ALLOWABLE SUBSTITUTIONS

SP + 2x SK w/ SPB - 1/turn

2 x SK w/ SKB - 1/turn

SP w/ SPH or SPC - 1/turn

SP w/ WE

SK w/ BH

WE w/FAL - 1/turn

WH group for 2xBH+2xSN

ROMULAN SHIPS ALLOWED TO BE OVERBUILT

BH, SE, SN, WE, WH

[SP, SK (Y168 only)]

(613.5) VICTORY CONDITIONS

Count the total number of attack factors on all surviving released ships in the condition they are in at the end of the game (i.e., crippled ships count for their crippled attack factor). Do not count fighters, bases, or unreleased fleets.

IF THE ROMULANS have the larger force (i.e., greater number of attack factors), or if the forces are equal, they have a victory or draw based on the following conditions:

ROMULAN VICTORY (DECISIVE): Destroy nine BATS.

ROMULAN VICTORY (TACTICAL): Destroy seven BATS.

ROMULAN VICTORY (MARGINAL): Destroy six BATS.

DRAW: Any other result with an equal or larger Romulan Fleet.

IF THE GORNS have the larger force, they have a victory or draw based on the following conditions:

DRAW: Any other result (than following) with a larger Gorn Fleet.

GORN VICTORY (MARGINAL): Only five BATS destroyed.

GORN VICTORY (TACTICAL): Only four BATS destroyed.

GORN VICTORY (DECISIVE): Only two BATS destroyed.

NOTE: For the count of BATS destroyed, each Gorn BATS destroyed counts as one and each Gorn SB destroyed counts as three. Subtract one for each Romulan BATS destroyed, and subtract three for each Romulan SB destroyed. Subtract one for each destroyed Gorn BATS which is replaced by another BATS within the same province by the Gorns. Add one for each destroyed Romulan BATS which is replaced by another BATS within the same province by the Romulans.

(614.0) COLD FRONT

(Y168)

by Stephen V Cole

Operation Hydra was a joint Klingo-Lyran plan for a combined assault on the Hydrans. It was one of several pre-war "staff studies" designed to experiment with force balances and logistical procedures. The plan envisioned that the Kzintis and Federation would not become involved until it was too late, at which point they would decide not to become involved at all. Many other "staff studies" were prepared, some of which envisioned war with the Kzintis, Federation, or various combinations of the three allies. One of these eventually became the actual attack.

There is considerable historical evidence that this would have been THE PLAN used in the originally-envisioned joint Klingon-Lyran attack as mentioned in *COLD FRONT* (CL#11).

Being a prepared joint attack in a single-front war, the power available to the Coalition was overwhelming and there was no significant chance for the Hydrans to survive. This scenario is, thus, very one-sided, and no particular attempt to balance it (in the sense that the Hydrans might actually win) has been made. It does have the advantage of being fast to play.

This can be used as a "training scenario", with one experienced player commanding the Hydrans and two rookies commanding the Coalition forces.

This is also a good scenario for the local Klingon player's birthday. It's cheaper than buying him something, and he'll enjoy it more than anything you could buy him anyway.

(614.1) SCENARIO RULES

(614.11) Players: There are three players: Klingon and Lyran (who are allies) and Hydran. Ships of the three races can move within the territory of the three races and any Neutral Zone hexes adjacent to any two of the three.

(614.12) Not Used: The other races cannot become involved and need not even be set up. Do not use the Orion Pirates. The inactive Lyran and Klingon forces are restricted to their fleet areas even if activated.

(614.13) Command: The Klingons and Lyrans each start with three command points. All three races each receive one point per turn unless using Admirals from Advanced Operations.

(614.14) Economics and production use the standard rules. All three races are "at war" at the start of the scenario. Use the survey ship rules. Do not bother building a B10.

(614.15) Reserve: All three races each have two Reserve Markers. All three races can use all of their normal repair ships.

(614.16) Set Up: The Hydrans set up first, except for their reserve fleets which are placed after the Coalition has set up.

(614.17) Special: If any Hydran ship enters Federation or Kzinti territory, the Hydrans automatically win immediately.

(614.18) Order of Battle: Scenario set up uses the historical Orders of Battle in (703.0), (709.0), and (711.0).

(614.2) SCENARIO SCHEDULE

TURN 1, FALL Y168

Scenario: Lyrans and Klingons invade Hydran territory.

LYRAN FORCES: Enemy's Blood, Home Fleet, new construction. Far Stars enters map during Strategic Movement.

KLINGON FORCES: Western Fleet, Home Fleet, Southern Reserve Fleet, new construction. Tholian Border Squadron can move during Strategic Movement.

HYDRAN FORCES: All fleets and new construction. Note release conditions for Old Colonies Squadron.

TURN 2, SPRING Y169

Scenario: Klingons and Lyrans storm the Hydran capital.

LYRAN FORCES: Enemy's Blood, Home Fleet, Far Stars, and all new construction built during the scenario.

KLINGON FORCES: Western Fleet, Home Fleet, Southern Reserve Fleet, Tholian Border Squadron, and all new construction built during the scenario.

HYDRAN FORCES: All fleets (note release restrictions on Old Colonies Squadron) and all new production.

TURN 3, FALL Y169

Scenario: Klingons and Lyrans destroy the Hydrans.

Forces available: Same as Turn #2.

TURN 4, SPRING Y170

Scenario: Coalition kicks the Hydrans off the map.

Forces available: Same as Turn #2.

The scenario ends after the Coalition Player Turn of Turn #4.

(614.3) FLEET DEPLOYMENTS AND RELEASE

Use the standard historical orders of battle. All races use all of the additional ships from the Combined Operations Order of Battle Updates, and, if available, all additional ships from the Advanced Operations Order of Battle Updates.

(614.4) PRODUCTION SCHEDULES

Use the standard historical production schedules.

(614.5) VICTORY CONDITIONS

If all Hydran forces have been destroyed, interned in Neutral territory, or have left the map by the end of the scenario, and if all Hydran planets have been devastated, the Coalition wins. (Hydran ships which are crippled *and* out of supply at the end of Coalition Turn #4 are considered destroyed.) Otherwise, the Coalition loses (the Federation and Kzintis *both* attack). See also (614.17).

(614.6) BALANCE

If you just insist on a balanced scenario, leave the Klingon Home Fleet and Lyran Far Stars Fleet inactive.

(614.7) COALITION TACTICAL NOTES

The initial Coalition attack will be primarily Klingon as three Klingon fleets can reach Hydran territory while only one Lyrans fleet can. The Klingon attack should destroy 4–5 Hydran battlestations and Starbase 1017. The Lyrans should concentrate on destroying 3–4 battle stations, leaving the starbase for Turn #2 when three fleets will be available.

On Turn #2, the Lyrans pick off Starbase 0215, Battlestation 0318, the planetary regiments at 0416 and 0519, and send an assault force into the capital. The Klingons destroy Starbase 0716 and Defense Brigade 0718 and send a force into the capital. All Hydran units must be surrounded and decisively engaged. The maximum amount of damage should be done to the Hydran capital and fleet.

On Turn #3, the Coalition must complete the reduction of the capital and hunt down any Hydrans still able to maneuver. Turn #4 should then be needed only to mop up the last ships and surround them so that they cannot retreat out of battle.

Some general advice. Surround everything so that it has to fight two battles. On Turns #1 and #2, use directed damage extensively to kill something before he can retreat. Then use directed damage in pursuit to cripple everything in sight. On Turns #3 and #4, refuse directed damage and allow him to cripple as many ships as he likes. Then use directed damage on pursuit to cripple as many as you can.

(614.8) HYDRAN TACTICAL NOTES

There are two ways to win† this scenario. Fight or finesse.

To fight, you have to pick your ground (probably the capital), concentrate all forces there, and win a stand-up fight. We wish you luck; you're going to need it (but it is possible).

To finesse, you have to end your own Turn #3 with enough groups of enough ships hiding in corners around the board that the Coalition cannot force them all to accept combat on Turn #4. Without combat, at least one will survive.

Some general advice. Use withdrawal before combat as often as possible, and retreat from any battle that you aren't decisively winning. Especially in the later turns, give up entire ships as casualties rather than cripple several. If he pursues, give him the cripples and keep the good ships out of the Battle Force.

† In terms of the scenario victory conditions, you win. Your home planet is going to be totally annihilated regardless of your meaningless victory. Everyone you ever knew, all your relatives, your home, your CD collection, and your girlfriend are all going to be utterly destroyed. *So go ahead and win.*—Ardak

(615.0) THE THOLIAN GAMBIT

(Y168)

by Jim Shanley

Late in Y168, the Klingons watched as the Lyrans started yet another war with the Kzintis. The Klingons had several options at that time. They could stand by and do nothing, they could assist the Lyrans in destroying the Kzinti Hegemony, or they could attack another race.

Historically, the Klingons joined the Lyrans in demolishing the Kzinti Hegemony. However, the Klingons could just as easily have decided to wipe out the Tholian Holdfast. After all, the Tholians had been a thorn in the side of the Klingon Empire for years. This would be a perfect opportunity to reclaim the Klingon territory captured by the Tholians since galactic attention would be primarily engaged in following the Lyrans-Kzinti conflict. However, the campaign would have to be waged swiftly before the Tholians could convince other powers to intervene on their behalf. This scenario simulates the Klingon attempt to annihilate the Tholians as a possible alternative to their historical course of action.

The scenario is playable in a long evening.

(615.1) SCENARIO NOTES

(615.11) Number of players: Two, Klingon and Tholian.

(615.12) Areas allowed for movement: Both races are restricted to Klingon and Tholian space and the Neutral Zone hexes between Klingon and Tholian space [within the limits of (503.33)].

(615.13) Reserves: Both sides' reserves are attached to the designated fleets as per (703.0) and (707.0) and are released when the fleet is released as per the fleet release schedule (see below).

(615.14) Repair ships: Klingons may use two; Tholians may use one.

(615.15) Pods: Klingons may use one pair of battle pods and one pair of carrier pods. The Tholians have none.

(615.16) Set Up: The Klingons deploy their forces first. The Tholians deploy their forces last. The Klingons move first.

(615.17) Other: Each race otherwise has all of its capabilities as per the standard game on Turns #1 through #3.

(615.2) ALTERNATE CAMPAIGN GAME START

Players may note that this scenario could easily be adapted to provide an alternate start for the campaign game. Players desiring to use this as an alternate start should use the timeline provided below rather than that in (600.1) for the first nine turns of the game.

Turn #1: Lyrans attack Kzintis; Klingons attack Tholians.

Turn #2: Kzintis may attack Klingons.

Turn #3: Hydrans may attack Lyrans; Klingons may attack Kzintis.

Turn #4: Lyrans may attack Hydrans; Hydrans may attack Klingons.

Turn #5: Klingons may attack Hydrans.

Turn #6: The War continues.

Turn #7: Klingons may attack Federation.

Turn #8: The War continues.

Turn #9: Romulans may attack Federation if the Klingons destroy all the Tholian bases and devastate the Tholian homeworld by Turn #3.

(615.3) FLEET DEPLOYMENT AND RELEASE

(615.31) THOLIANS

Set up as per (707.0). For the Tholians, this war is a life-and-death struggle. Therefore, all Tholian forces are released as soon as any Klingon ship enters Tholian space. All new builds are released and available for use if a Klingon ship has previously entered Tholian space; otherwise, the new builds are added to the Home Fleet.

(615.32) KLINGONS

Set up as per (703.0). While the Klingons desired to obliterate the Tholians, they had to watch their other borders as well, lest some other race believe that it could take advantage of the Klingon involvement in the Tholian Holdfast. Therefore, only the Southern Reserve Fleet and Tholian Border Squadron are released to deal with the Tholians. All Klingon new builds are released and available for use against the Tholians. All starbases and BATS are available for their conversion and/or repair capacity. If a Tholian ship ever enters Klingon space, 12 ships (of the Klingon player's choice) are released from the Home Fleet and may be used against the Tholians. Of these 12 ships, no more than 6 can have a defense factor of greater than 6 and the C8 may not be 1 of the 12 chosen.

At the Klingon player's option, up to 6 ships of the Southern Reserve Fleet may initially set up with the Tholian Border Squadron.

(615.4) ECONOMIC RULES AND PRODUCTION

(615.41) Production: Standard builds, conversions, and overbuilds are as specified for the standard game for Turns #1 through #3.

(615.42) Wartime: Both the Klingon and Tholian economies are at wartime level on Turn #1, Fall Y168, and both races are at war. Neither race may operate survey ships.

(615.43) Other: The Klingons and Tholians may use all of their free fighters and free command points as per (703.0), (707.0), and (308.9). The Klingons may not use any of their stockpiled command points against the Tholians (308.96).

(615.5) VICTORY CONDITIONS

The scenario is a major victory for the Klingons if they destroy every Tholian ship and base and devastate or capture the Tholian homeworld.

The scenario is a substantive victory for the Klingons if they destroy every Tholian base and devastate or capture the Tholian homeworld.

The scenario is a marginal victory for the Klingons if they devastate or capture the Tholian homeworld.

The scenario is a draw if the Tholian starbase at the homeworld is undestroyed.

The scenario is a marginal Tholian victory if the Tholians have a base outside of the homeworld hex undestroyed and the homeworld SB undestroyed.

The scenario is a major Tholian victory if the Tholians have three or more bases outside of the homeworld hex undestroyed and the homeworld SB undestroyed.

(616.0) THE LATE KINGDOM

(Y168)

by Stephen V Cole and Steven P Petrick

The Klingons and Lyrans conquered the Hydran Kingdom in Y87. It was restored in a military campaign in Y134-135.

But what if the fighting between the guilds and the Hydran royal family had remained unresolved? The General War might have had a very different start.

(616.1) SCENARIO NOTES

This is a variant to the historical game, defining an alternative set up. All rules from the historical scenarios and campaigns remain in effect except where noted.

All of Hydran space has been conquered by the Klingons and Lyrans. All Hydran battle stations, starbases, and planetary defense units are destroyed.

All battle stations in Sector A are Base Stations (444.0) with fighters.

The Klingons have a starbase in 0718 and battle stations in 0617 and 1017. The Lyrans have a starbase in 0318 and battle stations in 0416 and 0617. There is a defense regiment on (actually in orbit around) each minor planet and a defense brigade on (around) each major planet.

Provinces 0114, 0614, 0316, 0318, and 0517 are held by the Lyrans. Provinces 0714, 1015, 1217, 0917, 0716, and 0718 are held by the Klingons. The Hydran capital hex 0617 is separate from province 0517 and is jointly held by the Klingons and Lyrans, with the revenue divided equally each turn. The Lyrans hold Neutral Zone hexes 0113-0613 inclusive. The Klingons hold Neutral Zone hexes 0713-1319 inclusive. All of this territory is considered "long term conquered territory" and produces full economic benefits for the Klingons and Lyrans as appropriate. Any province or planet captured by the Hydrans, however, is thereafter treated as Hydran territory for all purposes; the long-term conquest benefit is lost.

(616.2) SCENARIO SCHEDULE

Use the historical turn schedule as modified by the special rules in this scenario.

(616.3) FLEET DEPLOYMENTS AND RELEASE

(616.31) COALITION FORCES

The Klingon Western Fleet is deployed entirely in conquered Hydran territory held by the Klingons.

The Lyrans' Enemy's Blood Fleet is deployed entirely in conquered Hydran territory held by the Lyrans.

Each of these players may, at the start of any given turn before the Hydrans enter the map, withdraw a number of ships and other units from these forces (i.e., release them and allow them to leave Hydran territory) equal to 25% of the total attack factors in that territory (i.e., the Klingons can withdraw 25% of their current forces each turn, not 25% of the total Coalition forces each turn). Additional ships may be sent to these occupation fleets at any time under the normal rules.

Lyrans and Klingon ships may not enter each other's sectors of conquered Hydran space until the Hydrans have reappeared (even temporarily) on the map. Neither side may have more than six ships in the Hydran capital at any given time until these conditions are released.

The Lyrans and Klingons may build bases and other defenses in conquered Hydran space, but each race may (by any means) add no more than one defense battalion and perform one base action (placing a mobile base, upgrading it to a

BATs, upgrading a BATS to a starbase, adding pods to a base built without pods) during each turn.

(616.32) THE LYRAN DEMOCRATIC REPUBLIC

It is unclear if the LDR could have been created, or could have survived, without Hydran support. Players might experiment with reincorporating the LDR into the Lyrans Empire. Even if it is independent, the LDR ships would not have gatling phasers and would be treated as standard Lyrans ships.

(616.33) HYDRAN FORCES

The Hydran "at start" forces include:

FIRST FLEET: 1x LC, 2x RN, 2x LN, 1x LNG, 1x HNG, 1x SC, 1x TG, 1x SA, 2x HN, 1x FRD, 1x MB, 1x Resv.

SECOND FLEET: 1x LC, 2x RN, 2x LN, 1x LNG, 1x HNG, 1x SC, 1x TG, 1x SA, 2x HN, 1x FRD, 1x MB, 1x Resv.

The SA (Saracen) is 4-5 with no fighter factors; crippled it is 2 with no fighter factors. Players can replace it with a Crusader for convenience without serious effect on balance.

The Hydrans have two command points. They have the same pods, allowable substitutions, repair ships, and production notes as they would in the historical order of battle (709.0).

The Hydrans have secretly built a defense brigade (with fighters) on any three planets of their choice. These units can be revealed at the Hydran player's discretion at any point.

(616.34) ADVANCED OPERATIONS

If using Advanced Operations, simply add all of the Order of Battle additions listed in that product, including the Hydran Treasury and the Pegasus production line, to the Hydrans. Give the Klingons and Lyrans all of the Order of Battle additions for their listed fleets.

(616.4) PRODUCTION SCHEDULES

The Hydran off-map economy includes 2 major planets, 1 minor planet, and 4 provinces (an increase of 2 provinces from the normal Y168 status). This is a total of 21 economic points. There are 10 economic points in the treasury at start.

The Hydrans have a shipyard off-map able to produce the full schedule given in (709.0), assuming they can find the money to build it with. There are no hellbore-armed ships in the initial forces. This weapon was (in this alternate history) invented in Y166 and is just now (Turn #1) available for production.

The secret PDUs can only be placed on original Hydran planets (not Klingon or Lyrans planets) and you could easily have a battle with opposing PDUs on the same planet.

Use the historical production schedules for the other races.

(616.5) VICTORY CONDITIONS

Use the standard victory conditions.

(616.6) BALANCE WITH THE HISTORICAL GAME

This variant will, obviously, have a profound effect on the balance of the historical campaign. The Coalition will not have to fight a two-front war (at least not at the start), and the two partners will have considerably more money to spend (about 25 points each) during the critical first turns.

Restoring balance in the historical game may be all but impossible. Some suggestions, any one of which may approximate the original balance of power, include:

1. Delete the Klingon Imperial War Reserve since it was created for the crisis of a three-front war now thought to be impossible. (Players might experiment with selling a few of

these ships to the Romulans, but that creates even more imponderable balance problems.)

2. The Federation may move to a wartime economy on Turn #3 (assuming that the Coalition attacks the Kzintis on Turn #1) and may go to war and attack the Klingons on Turn #7. The Federation Home Fleet is released (but must remain within Federation territory) if the Kzinti capital is attacked, and the detachment of the Federation Fifth Fleet may be transferred to the Klingon border. The Federation, once at war, may build and upgrade bases in any fleet sectors bordering the Klingons or Kzintis. This reflects the closer alliance that would have been formed between the now-friendless Kzintis and the Federation.

3. Without the threat of a two-front war, the Coalition might have been less devoted to a military buildup. Delete all CWs, D5s, maulers, and drone bombardment ships from the Klingon and Lyrans at-start forces. These are built normally from Turn #1.

NOTES ON SCENARIOS

The standard Orders of Battle are listed in F&E. For best results, be sure you are using the new 2000 edition. Updates to these Orders of Battle are listed in Combined Operations and Advanced Operations, adding various ships, and those ships are often added to the scenarios in this product. (There seems no point for scenario 609 to say "use the Eastern Fleet" and then duplicate the OB updates printed on page 37 of this product.) For simplicity, the Orders of Battle in Advanced Operations include a complete compilation of all updates, changes, adjustments, and revisions to date.

None of the scenarios account for Klingon B10 production, which would siphon off EPs without any real chance of a B10 being completed during the scenario. Simply assume some other sector is paying for this cost, or you may require the Klingon to pay it as a balance factor.

Advanced Operations replaces the "one free per turn" command points with admirals but leaves stockpiled and previously earned command points intact. Players using Advanced Operations with these scenarios should make that adjustment.

(700.0) DATAFILES

ANNEX (701) ORDERS OF BATTLE

The Order of Battle notes here list the ships added to the F&E2K Order of Battle by this product, and for convenience include the updates from Carrier War. See Advanced Operations for a complete listing including that product.

Auxiliary ships:

Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See the rules on Auxiliary Carriers and troop ships for limits.

Can produce one FTL or two FTS per turn (521.23).

Can produce one SAF each year in either turn (520.1).

Regular Ships:

Can produce one LTT per turn by any means; Romulan SPH is considered as an LTT (521.23).

Can produce one commando ship per turn by substitution plus one per turn by conversion. The Klingon D5G counts against the LTT limit (521.23) and the commando limit.

Can produce 1 MON per year (519.12).

Other units, items, and abilities:

Produce one free Prime Team per turn while at war up to the overall limit. Exception: Federation produces one free Prime Team per turn while at Peace, two while at War (522.1). Can purchase one Prime Team per turn up to the overall limit (522.11).

Any ships produced or converted under CEDS count against the "by any means" limit.

(702.0) UNITED FEDERATION

1st (HOME) FLEET: CVW: 1x SWAC

CO: 2x LAV, 2x FTL, 3x FTS, CMC

2nd (EXPLORATION) FLEET: CO: add 1xCOV

3rd FLEET: CO: SAV, CMC

4th FLEET: CO: SAV, CFF

5th FLEET: CO: CFF

6th FLEET: CO: SAV, CMC

7th FLEET: CO: CFF

GENERAL: 3 VP pods, 3 BP+ pods

CO: 6xMON, 2xAPod; PWC one prime team per turn.

(702.3) ALLOWABLE SUBSTITUTIONS:

LTT for NCL once per turn Y173+; no overproduction.

(702.4) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VAP+	0	3
	VP	3	3
	Lt Battle	0	2
	Battle	3	3
	Assault	2	2

Prime Teams: Maximum 15 in service.

PF Deployment: Initial on Turn #26. Can build PFTs on Turn #27 and CPFs on Turn #28.

Fighter Introduction: Y167.

(703.0) KLINGON EMPIRE

HOME FLEET: CO: D7A, 2xFTL, 3xFTS

EASTERN FLEET: CO: SAV, D6G

NORTHERN FLEET: CO: SAV, F5G

WESTERN FLEET: CO: SAV, F5G

THOLIAN BORDER SQUADRON: CO: F5G

NORTHERN RESERVE: CO: D6S, LAV, D6G

SOUTHERN RESERVE: CO: D6S, LAV, D6G

GENERAL: 4 battle pods, 2 drone pods, 4 VP2 carrier pods.

CO: 3xMON, 4xTPod

(703.3) ALLOWABLE SUBSTITUTIONS

LTT for D5 once per turn Y169+. D5G counts under this limit and under the commando limit.

(703.4) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VP2	4	6
	Drone	2	2
	Battle	4	4
	Troop	4	4
	CVA	0	2
	PFT (pair)	0	2

The pods on the CVTs are above these limits but are destroyed if removed from the CVTs. Replacement drone pods count against the limit of drone ships built; two drone pods built on the same turn count as one drone ship. The Klingons did not operate scout pods, using their drone pods for this function.

PF Deployment: Initial on Turn #21. Can build PFTs on Turn #22 and CPFs on Turn #23. See (528.28) for penal PFs.

Prime Teams: Maximum 15 in service.

Fighter Introduction: Y167.

(704.0) ROMULAN STAR EMPIRE

HOME FLEET: CO: SAV, LAV, FTL, 2xFTS, CE, SPG

FLEET OF THE NORTH: CO: CE, SKG

FLEET OF THE WEST: CO: CE, SKG

PATROL DETACHMENT: None

GENERAL: CO: 3xMON

(704.4) PRODUCTION NOTES

Pods: Romulans do not use pods.

Other: Maximum of one SPH by any means per turn.

Prime Teams: Maximum 10 in service.

PF Deployment: Initial on Turn #27. Can build PFTs on Turn #28 and CPFs on Turn #29.

Fighter Introduction: Y165.

(705.0) KZINTI HEGEMONY

HOME FLEET: CO: CD, SDF, LAV, FTL, 2xFTS, CLG,

BARON'S FLEET: CO: SAV

MARQUIS' FLEET: CO: SAV, FFG

DUKE'S FLEET: CO: LAV, CLG, FFG

COUNT'S FLEET: CO: SAV, FFG

GENERAL: 6 VP, 4 BP. **CO:** 3xMON, 4xTPod

(705.2) ALLOWABLE SUBSTITUTIONS

LTT for CM once per turn Y171+; no overproduction.

(705.3) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VAP	0	2
	VP	6	6
	Battle	4	4
	Troop	4	4
	PFT (pair)	0	2

Special: See (513.3) for 23rd Ficon Division.

Prime Teams: Maximum 10 in service.

PF Deployment: Initial on Turn #25. Can build PFTs on Turn #26 and CPFs on Turn #27.

Fighter Introduction: Y161.

(706.0) CONFEDERATION OF THE GORN

1st (HOME) FLEET: CO: Convert one HD to CM on Turn #11. FTL, 2xFTS, COM, DDG, convert one HD to HCD on Turn #7.

2nd FLEET (Fed Border): CO: COM, DDG

6th FLEET (Romulan Border): CO: COM, DDG.

7th Fleet (Off Map): None.

General: 2 heavy battle pods, 2 light battle pods.

CO: 3xMON, 2xT-Pod.

(706.2) ALLOWABLE SUBSTITUTIONS:

LTT can be substituted for or converted from HD once per turn Y172+; no overproduction.

(706.3) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	CVA or VP	0	0
	H Battle	2	2
	L Battle	2	2
	Troop	2	4
	PFT	0	2

Special: Can produce one LSC (sub for or convert from CL) on Turn #5 or later at no cost; thereafter, normal rules and limits apply (maximum production one per year Y170+).

Maximum of one CM converted from HD per turn in addition to the one regular production CM on the schedule Y173+.

Prime Teams: Maximum 10 in service.

PF Deployment: Initial on Turn #28. Can build PFTs on Turn #29 and CPFs on Turn #30.

Fighter Introduction: Y169.

(707.0) THOLIAN HOLDFAST

1st FLEET: No additional units.

2nd FLEET: No additional units.

3rd FLEET: No additional units.

HOME FLEET: 2xFTS, 2xCMC

GENERAL: CO: 2xMON, 2xTPod

(707.2) ALLOWABLE SUBSTITUTIONS: LTT for CW once per year Y178+; LTTs cannot be overproduced.

(707.3) PRODUCTION NOTES

Pods: Tholians do not use pods. They do have troop packs for their CPCs.

PF Deployment: Initial on Turn #24. Can build PFTs on Turn #25 and CPFs on Turn #26.

Prime Teams: Maximum 4 in service.

Fighter Introduction: Y165.

(709.0) HYDRAN KINGDOM

HOME FLEET: CO: LAV, FTL, 2xFTS, LNG

EXPEDITIONARY FLEET: CO: LAV, LNG

FIRST FLEET: CO: SAV, HNG

SECOND FLEET: CO: SAV, HNG

OLD COLONIES SQUADRON: CO: SAV

GENERAL: 2 carrier pallets, 2 battle pallets.

CO: one fire support pallet, one fighter conveyor pallet.

CO: 2xMON, 2xAssault Pallet.

(709.2) ALLOWABLE SUBSTITUTIONS

LTT can be substituted for HR/TR once per turn Y171+;

LTTs cannot be produced by overproduction.

(709.3) PRODUCTION NOTES

Pallets:	Type	Start	Max in service
	Carrier	2	2
	Battle	2	2
	Assault	2	2
	Fire Sup	1	1
	Ftr Conv	1	1
	CVA	0	0
	PFT	0	2

PF Deployment: Initial on Turn #23. Can build PFTs on Turn #24 and CPFs on Turn #25.

Prime Teams: Maximum 10 in service.

Fighter Introduction: Y134.

(711.0) LYRAN EMPIRE

RED CLAW FLEET: CO: SAV, 2xDDG

HOME FLEET: CO: LAV, FTL, 2xFTS, SAF, DDG

ENEMY'S BLOOD FLEET: CO: SAV, DDG

FAR STARS FLEET: CO: DDG

GENERAL: two battle pallets.

CO: 2xMON, assault pallet (two G), 2xT-pod (one G).

(711.2) ALLOWABLE SUBSTITUTIONS

LTT can be substituted for CW once per turn Y170+; no overproduction.

(711.3) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	KVP	0	1
	KBP: Battle	0	2
	KTP: Troop	2	2

Pallets:	Type	Start	Max in service
	VP	0	2
	Battle	2	2
	Assault	1	2
	PFT	0	2

PF Deployment: Initial on Turn #20. Can build PFTs on Turn #21 and CPFs on Turn #22.

Prime Teams: Maximum 10 in service.

Fighter Introduction: Y168.

ANNEX (763.0) OVERLOADED TUG-POD COMBINATIONS

Federation: LTT+VAP

TG+BP+XP (cannot be BP/VAP/LBP)

TG+VAP+XP (cannot be BP/LBP)

LTT+BP

LTT + VAP

Klingon: TGx+VAP+VAP (can sub L KVP for VAP)

LTT+VAP (can sub L KVP for VAP)

Kzinti: LTT+VAP

TGx+VAP+VAP

Gorn: TG cannot carry two battle pods of any type.

TG+HBP+any other pod is overloaded.

Lyran: TGx+KVP+K VAP (or 2 KVAP)

LTT+KVAP

Note: TGx+SCP is *not* overloaded.

Designation	SFB Ref #	Factors On Counter	Product	Cmdnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
701.S GENERAL UNITS										
BS	103	10/5	CO	8	120	BS(3)	From MB: 5+6	—NA—	0	See (444.0).
Commercial Convoy	NA	0-10/none	CO	0	120	Group	None	Original: 0 Replacement: 5	0	See (443.0).
FTL	19	1-4GGG/0-2GG	MA	0	120	LAux(3)	None	(521.23): 6	1.0	Large Auxiliary Troop Ship
FTS	18	0-2GG/0-1G	MA	0	120	SAux(4)	None	(521.23): 3	0.5	Small Auxiliary Troop Ship
LAV	13B	1-4(12)/0-2(6)	SO	6	165	LAux(3)	None	(513.112): 4+12	1.0	Large Auxiliary Carrier
MON	22	10-6/5-3	MA	6	140	MON(3)	None	(451.12): 8	2.0	Monitor
MPAL (CV)	22E	0(6)/None	MA	+0	Varies	Pallet	None	2+6	0.5	Pallet attached to Monitor
MPAL(SCS)	22E	0P(6)/none	MA	+0	PF2	Pallet	None	5+6	1.0	Pallet attached to Monitor
SAF	33	0-6/None	MA	0	150	Group	From FTL: 5 From FTS: 8 From 2xFTS: 6	See (520.1): 10	0.0	Special Attack Force
SAV	13A	0-2(6)/0-1(3)	SO	3	Varies	SAux(4)	None	(513.112): 2+6	0.5	Small Auxiliary Carrier

702.S UNITED FEDERATION OF PLANETS

A-POD	53	OGG/None	MA	+0	160	Pod	None	(521.711): 4	0.5	Troop Pod, max 2 in service.
BCJ	64	11S/5	SO	10	183	BC(3)	From BC: 1	For CADN: 10	3	Shock Variant (Roll: 12 on 2D6; non-shock attack factor = 9)
BP+	10	10-4/None	SO	+2	145	Pod	None	(431.22): 8	1.0	Heavy Battle Pod; max 3 in service.
3CBD	—	17-21(8)/7-11(4) CVB+NAC+DWA	SO	9	175	Group	Individual Ships	Individual Ships	Ships	Medium carrier group with different escorts; F-15 fighters (302.352)
CDW	81	2-6G/1-3	MA	5	177	DW(4)	From DW: 2	For DW: 4	1.0	Commando version of DW
CFE	80	2-5G/1-3	MA	3	149	FF(4)	From FF: 2	For FF: 3	0.75	Commando version of FF §
CMC	31	4-6G/2-3G	MA	6	124	CL(3)	From CL: 2	For NCL: 6	1.5	Commando version of light cruiser §
COV	51	6-8♦G/3-4G	MA	8	169	CA(3)	From CVL: 1 (Save Fighters)	For CA: 13 (replacement only)	2.4	Commando version of survey cruiser Scout (4EW:2AF)(1EW:6AF)
DW	65	6/3	SO	5	175	DW(4)	From DW?: 1	Schedule: 4	1.0	Basic Hull Type (DW) §
DWA	68	5-6■/2-3■	SO	5	175	DW(4)	From DW: 1	For DW: 5	1.0	Light Escort §
DWS	66	3-6♦/1-3	SO	5	175	DW(4)	From DW: 2	For DW: 6	1.0	Scout; EW = 2 §
LBP	58	6-0/None	SO	+2	173	Pod	None	(431.22): 6	0.5	Light Battle Pod; max 2 in service.
LTT	38	2-7/0-4	SO	6	173	NCL(3)	From NCL: 3	For NCL: 5	1.25	Light Tactical Transport
M-PAL(V)	R1.22	0(6)/None	MA	+0	140	Pallet	None	2+6	0.5	Pallet for Monitor
M-PAL(S)	R1.22	0(12)/None	MA	+0	F181	Pallet	None	5+12	1.25	Pallet for Monitor
NCA	77	8/4	SO	8	174	NCA(3)	From NCL: 3	Schedule: 6	1.8	Base Hull Type (NCA), no variants.
NCT	79	4-7G/2-4G	MA	6	172	NCL(3)	From NCL: 2	For NCL: 5	1.25	Commando variant of NCL §
3NVD	—	16-20(6)/7-11(3) NVS+NAC+DWA	SO	6	175	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group with different escorts

Designation	SFB Ref #	Factors On Counter	Product	Cmdr (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
3NVH	—	15-20(9)◆7-11(4) NVH+NAC+DWA	SO	6	177	Group	Individual Ships	Individual Ships	Ships	Carrier group with F111s. See NVH.
4SCS	—	25-30(24)/12-16(12) SCS+NAC+	SO	10	Y181 or See (502.73)	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
VAP+	22	DWE+FFE	SO	+1	172	Pod	None	(431.22): 4+24	1.0	Fighters (302.352) are three squadrons: F14 (8), F18 (6), A20 (10).
VP	57	0(6)/None	SO	+1	166	Pod	None	(431.22): 2+12	0.5	Heavy pod, max 3 in service. Medium Carrier pod; max 3 in service.

703.S KLINGON EMPIRE

77th	SH29	9-15P◆P/4-8PP D5P+D6P	SO	8	181	Group	Individual Ships	Individual Ships	Ships	Special Group; see (513.2); (2EW:9AF, 3EW:7AF, 4EW:4AF)
B10A	17	20A(4)/10(2)	SO	10	Special	B10 (2)	See (312.321).	Must Convert	7.2	Stasis Field Generator Variant (312.0)
BP	14	2/None	SO	+2	144	Pod	None	(431.22): 4	0.5	Battle Pod; Max 4 in service.
C7A	73	8-10A/4-5	SO	10	184	C7 (3)	From C7: 3	Must Convert	3.0	Stasis Field Generator Variant (312.0)
4C8S	—	24-29P(6)/ 12-16P(3) C8S+AD5+2F5E	SO	10	F179	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
C9A	71	10-12A/5-6	SO	10	175	C8 (2)	From C8: 3	Must Convert	4.8	Stasis Field Generator Variant (312.0)
D5A	24	5-7A/3-4	SO	6	171	D5 (3)	From D5: 3	Must Convert	1.5	Stasis Field Generator Variant (312.0)
D5D	50	7<4>/4	SO	6	170	D5 (3)	From D5: 3	For D5: 8	1.5	Drone Ship, Not a Scout §
D5G	53	2-7G/1-4G	MA	6	169	D5 (3)	From D5: 2	For D5: 5	1.5	Commando Ship; limited LTT (516.32)§
D5W	89	8/4	SO	8	175	D5W(3)	From D5: 3	Schedule: 6	1.8	Base Hull Type (NCA)
D6G	48	3-8GG/2-4G	MA	8	124	D6 (3)	From D6/D7: 3	For D6/D7: 8	2.4	Commando Ship
D6S	47	4-8◆/2-4	SO	8	159	D6 (3)	From D6/D7: 4	For D6/D7: 12	2.4	Heavy Scout; EW = 4
D7A	8	6-8A/3-4	SO	8	165	D7 (3)	From D7: 3	Must Convert	2.4	Stasis Field Generator Ship (312.0)
D7D	42	9/4	SO	8	176	D7 (3)	From D7: 1	For D7: 9	2.4	Heavy Variant
DP	68	2<2>◆None	SO	+0	149	Pod	None	(431.22): 6	0.5	Drone pod; scout, EW=1; Limit 2.
F5G	90	2-5G/1-3	MA	4	154	F5 (4)	From F5/F5L: 2	For F5/F5L: 3	0.90	Commando Ship §
F5W	97	6/3	SO	4	175	FW(4)	From F5/F5L: 2	Schedule: 4	1.2	Base Hull Type (DW) §
LTT (D5H)	54	6-7/3-4	SO	6	169	D5 (3)	From D5: 3	For D5: 5	1.5	Light Tactical Transport
MD5	75	7+4	SO	6	170	D5 (3)	From D5: 4	For D5: 7	1.5	Mauler
2PFP	66	0P◆None	SO	+0	179	Pod	None	(431.22): 6 (pair)	1.0	Pair of PFT Pods; Max 2 pairs; (2EW:2AF)(1EW:TugAF)
SBA	100	36A(12)/18(6)	SO	10	169	Starbase	From SB: 3 or 6	Must Convert	0.0	Starbase with SFG (312.0)
T-POD	13	0G/None	MA	+0	124	Pod	See (312.12)	(521.712): 2	0.5	Troop Pod, tug or LTT; max 4.
VAP	67	0(6)/None	SO	+1	175	Pod	None	(431.22): 2+12	1.0	Heavy Carrier Pod; Max 2
VP3	CL26	0(3)/None	SO	+1	172	Pod	From VP: 1+1	(431.22): 1+6	0.5	Improved Medium Carrier Pod; max 6
VP	15	0(2▲)/None	SO	+1	168	Pod	None	(431.22): 1+5	0.5	Standard Medium Carrier Pod; max 6

Designation	SFB Ref #	Factors On Counter	Product	Cmdnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
704.S ROMULAN EMPIRE										
CE	54	2-6G/1-3G	MA	3	165	WE(3)	From WE: 2	For WE: 6	1.5	Commando ship
2CH	13	5-10P/2-5P	SO	6	182	BH(4)	From 2BH: 5	For 2SK: 15	2.25	PF Tender, not a Scout; unbreakable group
KH	37	13-10S/5	SO	9	183	FH(3)	From NH: 3 From FH: 4+	For FH: 12	2.5	Shock Variant; non-shock attack factor = 10 (roll 12 on 2D6)
4PHX	—	30P(6)/17P(3) PHX+SPM+2SKE	SO	10	F182	Group	Individual Ships	Individual Ships	Ships	Space Control Group
2SEB	—	8(3)/4(1)	SO	4	173	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
SEB	77	4(3)/2(1)	SO	4	173	SEH(4)	From SEH: 2+6	For SEH: 4.5+6	0.625	Escort Carrier
SEC	78	2-4♦/1-2	SO	3	173	SEH(4)	From SEH: 1	For SEH: 3.5	0.625	Scout; EW=1 \$
SEE	80	4■/2■	SO	3	174	SEH(4)	From SEH: 1	For SEH: 3.5	0.625	Light Escort \$
SEG	86	1-4G/0-2	MA	3	176	SEH(4)	From SEH: 2	For SEH: 2.5	0.625	Commando ship \$
SEH	76	4/2	SO	3	173	SEH(4)	From SE?: 1	Schedule: 2.5	0.625	Base Hull (FF) \$
SKG	27	4-5G/2-3	MA	5	167	SK(4)	From SK?: 2	For SK: 3.5	0.875	Commando ship \$
SPG	20	6-7GG/3-4G	MA	6	167	SP(3)	From SP?: 3	For SP: 5	1.25	Commando ship \$
SPJ	51	9-7S/4	SO	6	177	SP(3)	From SP?: 3	For SP: 8	1.25	Shock Variant; non-shock attack factor = 7 (roll 12 on 2D6)
4TH	—	26-27P(4)♦/ 14-15P(2) TH+SPM+2xSKE	SO	9	182	Group	Individual Ships	Individual Ships	Ships	Battle Control Group
TH	50	9-10P(4)♦/4-5P(2)	SO	9	182	FH(3)	From SUP: 5+0 From NH: 6+8	For SUP or CON or CNV or SCS: 15+8	2.5	Battle Control Ship, Scout, (4EW:2AF)(1EW:9AF)
705.S KZINTI HEGEMONY										
23rd	SH14 SH32	4-12PP(12)♦/ 2-6PP(6) PFT+MPF	SO	6	181	Group	See (513.3)	See (513.3)	Ships	Special PF Tender Group with fighters; Scout, EW=4
BP	15	2<2>None	SO	+2	134	Pod	None	(431.22): 6	0.5	Battle pod (has drone bombardment capability); limit 4.
4CVN	—	27-31(12)/12-16(6) CVA+ MEC + 2DWE	SO	10	174	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group
DW	44	6/3	SO	5	174	DW(4)	From DW?: 1	Schedule: 4	1.0	Base Hull Type (DW) \$
DWE	50	5-6/2-3	SO	5	174	DW(4)	From DW: 1	For DW: 5	1.0	Light Escort \$
DWG	65	3-6G/2-3	MA	5	176	DW(4)	From DW: 2	For DW: 4	1.0	Commando Ship \$
DWS	49	4-6♦/2-3	SO	5	174	DW(4)	From DW: 2	For DW: 6	1.0	Scout; EW =2 \$
FFG	64	1-4G/0-2	MA	3	127	FF(4)	From FF: 2	For FF: 2.5	0.625	Commando Ship \$
LTT	34	6-7/3-4	SO	6	170	CM(3)	From CM: 3	For CM: 5	1.25	Light Tactical Transport
MCG	54	2-7G/1-4G	MA	6	172	CM(3)	From CM: 2	For CM: 5	1.25	Commando Ship \$
MSC	32	5-7♦/2-4	SO	6	171	CM(3)	From CM: 3	For CM: 8	1.25	Scout, EW=3 \$

Designation	SFB Ref #	Factors On Counter	Product	Cmdr (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
3MVD	—	18-20(6)/9-11(3) CMV+MEC+DWE	SO	6	174	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
NCA	62	8/4	SO	8	174	NCA(3)	From CM: 3	Schedule: 6	1.5	Base Hull Type
2PFP	40	0P♦None	SO	+0	181	Pod	None	(431.22): 6	1.0	Pair of PFT pods, limit 2 pairs; scout, (2EW:2AF)(1EW:TugAF)
4SCS	—	28-32P(6)/ 13-17P(3) SCS+MEC+2DWE	SO	10	181	Group	Individual Ships	Individual Ships	Ships	Space Control Group
SCS	11	11-12P(6)/5-6P(3)	F&E	10	F181	DN(2)	From CVA: 5 From DN: 5+12	For DN: 21+12	4.0	Space Control Ship
T-POD	—	0G/None	MA	+0	160	Pod	None	(521.712): 2	0.5	Troop Pod, Tug or LTT; limit 4.
VAP	38	0(6)/None	SO	+1	175	Pod	None	(431.22): 2+12	0.5	Heavy Carrier Pod, limit 2.
VP	14	0(3)/None	SO	+1	166	Pod	None	(431.22): 1+6	0.5	Medium Carrier Pod, limit 6

706.S CONFEDERATION OF THE GORN

BDG	54	4-6G/2-3	MA	5	172	BD(4)	From BD or DDG: 2 From DD: 3†	For BD: 4	1.0	Commando Ship §
BDP	46	3-6P♦1-3P	SO	5	F182	BD(4)	From BD: 5 From SC: 5† From DD: 6† From PFT or BDS: 3	For BD: 9	1.0	PF Tender, Scout; EW = 2
CM	39	10/5	SO	8	173	CM(3)	From HD: 3	Schedule: 8	2.0	Basic Hull Type (CM) One conversion per turn (706.3)
COM	29	6-8G/3-4G	MA	6	124	CL(3)	From CL: 2	For CL: 8	2.0	Commando Ship §
DDG	53	3-5G/2-3	MA	4	126	DD(4)	From DD: 2	For DD: 3	0.75	Commando Variant of DD §
HBP+	8	10-4/None	SO	+2	149	Pod	None	(431.22): 8	1.0	Heavy Battle Pod, limit 2.
HCD	44	5-7G/3-4G	MA	6	171	HD(3)	From HD: 2	For HD: 5	1.25	Commando Ship §
LBP	41	6-0/None	SO	+2	172	Pod	None	(431.22): 6	0.5	Light Battle Pod, limit 2.
LSC	10	2-8♦0-4	SO	6	170	CL(3)	From CL: 4	For CL: 12	2.0	Heavy Scout; EW = 4 §
LTT	28	5-7/3-4	SO	6	172	HD(3)	From HD: 3	For HD: 5	1.25	Light Tactical Transport
PFP	34	0P♦None	SO	+0	182	Pod	None	(431.22): 6	0.5	PF Tender Pod, limit 2; Scout; (2EW:2AF)(1EW:TugAF)
4SCS	—	33P(6)/17P(3) SCS+HDE+2BDE	SO	10	183	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
T-POD	7	0G/None	MA	+0	130	Pod	None	(521.712): 2	0.5	Troop Pod, limit 4.

Designation	SFB Ref #	Factors On Counter	Product	Cmdnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
707.S THOLIAN HOLDFAST										
OC	15	9/4	SO	9	164	CA(3)	From CA: 2	For CA: 9	2.25	Command Variant
CMC	26	4G/2	MA	3	109	PC(4)	From PC: 2	For PC: 2.5	0.625	Commando Ship \$
CT	27	4-7G/2-4	CO	6	179	CW(3)	From CW: 2	For CW: 5	1.25	LTT with commando pack
							From CW?: 1(V2)			
							From 2PC: 3			
CW	19	7/4	SO	6	179	CW(3)	From DD: 3	Schedule: 5	1.25	CW: Basic Hull \$
							From CW: 1			
							From PCE: 3			
CWE	37	6-7■/3-4■	SO	6	179	CW(3)	From PCE+PC: 3	For CW: 6	1.25	Heavy Escort \$
CWS	21	4-7◆/2-4	SO	6	179	CW(3)	From CW: 3	For CW: 8	1.25	Scout: EW = 3 \$
HFir Pack	CL26	0 8H /None	CO	+0	179	LTT Pack	None	Built: 2+8	0.25	LTT pack for heavy fighters, limit 1
LTT	22	4-7/2-4	SO	6	179	CW(3)	From CW: 3	For CW: 5	1.25	Light Tactical Transport
							From CW: 5			
PFW	38	4-7P◆/2-4P	SO	6	F180	CW(3)	From PFT+PC: 4	For CW: 10	1.25	PF Tender, Scout; EW=2
T-POD	25C	0G/None	MA	+0	169	Pack	None	(521.712): 2	0.5	Troop Pack for LTT or CPC; limit 2.
708.S THE ORION PIRATES										
BCH	17	10/5	SO	10	179	BCH(3)	From BC: 2	Schedule: 10	2.5	Basic Hull Type (BCH); Lease = 2.5
BPF (BRP)	19	4-7P◆/2-4P	SO	6	180	BR(3)	From BR or CVS: 5	For BR: 10	1.25	PF Tender, Scout, EW=2; Lease = 1.5
DBR	14	6/3	SO	6	167	DBR(4)	From 2LR: 2	Schedule: 6	1.5	Basic Hull; Lease = 1.5 \$
DWS	24	2-5◆/1-3	SO	5	174	DW(4)	From DW: 2	For DW: 5.5	0.875	Scout; EW=2; Lease = 1.25 \$
LRS	23	1-4◆/0-2	SO	3	149	LR(4)	From LR: 2	For LR: 4.5	0.625	Scout; EW =1; Lease = 0.5 \$
PFT	9	4-8P◆/2-4P	SO	6	180	SAL(3)	From SAL or CVL: 5	For CVL: 13	2	PF Tender, Scout; Lease = 1+ (2EW:2AF)(1EW:4AF)
SAL	4	6-8/3-4	SO	6	149	SAL(3)	From CVL: 2	Schedule: 8	2	Base Hull Type; Lease = 1.5
VIK	8	1-4G/0-2	MA	3	128	SLV(4)	From SLV: 2	For Any: 3	0.75	Commando ship; Lease = 0.25 \$
709.S HYDRAN KINGDOM										
A-Pallet	25	0GG/None	MA	+0	140	Pallet	None	(521.711): 4	0.5	Troop Pod for tug or LTT, limit 2.
BP	24	7-2(2)/None	SO	+2	157	Pallet	None	(431.22): 8+2	0.5	Battle Pallet, Max 2 in service.
CAT	53	2-7G(1)/1-4G	MA	6	172	CW(3)	From HR: 2	For CW: 5+1	1.25	Commando ship \$
DWF	74	5-6(1)/3	SO	5	173	DW(4)	From TR: 2+1 From DWH: 2+1 From HN: 2+1	Schedule: 4+1	1.0	Base Hull (Fusion-DW) \$
DWH	77	6/3	SO	5	173	DW(4)	From DWF: 2	Schedule: 4	1.0	Base Hull (Hellbore-DW) \$
FCP	22	0 27 /None	SO	+0	138	Pod	None	(431.22): 4(+5.4)	0.5	Fighter Conveyor Pallet (513.5); Max one in service.

Designation	SFB Ref #	Factors On Counter	Product	Ocmd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
FSP+	23	9-2+/None	SO	+2	164	Pallet	None	(431.22): 10	1.0	Pallet with some Mauler capabilities; see (513.6); Max 1 in service.
HNG	66	1-4G/0-2	MA	3	137	FF(4)	From FF: 2	For HN: 2.5	0.625	Commando ship \$
IRQ	60	8(1)/4	SO	8	175	NCA(3)	From TR: 3+1 From MHK: 3	Schedule: 6+1	1.5	Base Hull (Hellbore NCA)
LNG	65	2-6G(1)/1-3	MA	4	137	DD(4)	From LN: 2 From KN: 2+1	For DD: 4+1	1.5	Commando variant of Lancer \$
LTT	38	3-7(2)/0-4(1)	SO	6	171	CW(3)	From HR: 3 From TR: 3+2	For CW: 5+2	1.25	Light Tactical Transport
MHK	61	6-8(4)/3-4(2)	SO	8	175	NCA(3)	From HR: 3+1 From IRQ: 3+3	Schedule: 6+4	1.5	Base Hull (Fusion NCA)
PFP	28	0P♦/None	SO	+0	179	Pallet	None	(431.22): 6	0.5	PF Tender Pallet; Scout; (EW=2); max two in service.
VP	27	0(6)/None	SO	+1	164	Pallet	None	(431.22): 2+12	0.5	Carrier Pallet for tug or LTT; max 2 in service.

711.S LYRAN STAR EMPIRE

AP+	20	0GG/None	MA	+0	125	Pallet	None	(521.711): 4	1.0	Troop Pallet, max two in service, tugs only.
4CVA	—	30-31(12)/18(6) CVA+CWE+2DWE	SO	10	175	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group, Conjectural (513.41)
CVA	48	11-12(12)/6(6)	SO	10	175	DN(2)	From CV: 6+12 From DN: 2+24	For DN: 18+24	4	Heavy Carrier, conjectural (513.41) Convert from CA: 7+24†
CWG	44	3-7G/2-4G	MA	6	171	CW(3)	From CW: 2 From DDG: 3	For CW: 5	1.25	Commando Variant \$ Convert from DD: 4†
DDG	55	3-5G/2-3	MA	4	123	DD(4)	From DD: 2	For DD: 5	1.25	Commando Variant of DD \$
KBP	37D	2/None	SO	+2	166	Pod	None.	(431.22): 2	0.5	Klingon-Type Battle Pod, max 2 in service
KTP	37C	0G/None	MA	+0	166	Pod	None	(521.712): 2	0.5	K-type Troop Pod, max two in service
KVH	37E	0(3)/None	SO	+1	171	Pod	None	Built: 2	0.5	K-type medium carrier pod, max 2.
KVP	37G	0(6)/None	SO	+1	177	Pod	None.	(431.22): 2+12	0.5	Klingon-Type Heavy Carrier Pod, Max 1 in service
LTT	33	6-7/3-4	SO	6	170	CW(3)	From CW: 3 From DD: 5†	For CW: 5	1.25	Light Tactical Transport
NCA	52	8/4	SO	9	174	NCA(4)	From CW: 3 From DD: 5 (minor)	Schedule: 6	1.5	Base Hull Type (NCA)
PFP+	19	0P♦/None	SO	+1	F178	Pallet	None.	(431.22): 6	1	PFT Pallet (tug only), max 2 in service, Scout, (2EW:2AF)(1EW:TugAF)
STJ	43	7+†/4	SO	6	171	CW(3)	From CW: 4 From DD: 6†	For CW: 7	1.25	Mauler variant of CW
VP+	35	0(6)/None	SO	+1	171	Pallet	None.	(431.22): 2+12	1	Medium Carrier Pallet, Max 2 in service, Tugs only

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This index covers all rules in F&E (2000 Edition), Carrier War, Combined Operations, and Advanced Operations.

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ANNEX (751.0) CONVERSION COSTS

Conversions do NOT include the cost of fighters or PFs. These must be purchased; see (432.2). Most of the data from this annex was transferred to the new Ship Information Tables. Some items are too complicated to include in the SITs and are listed here.

GENERAL: Captured ship (305.23)3 points

FEDERATION: A CC can be converted to anything a CA can be converted to.

KLINGONS: A D7 can be converted to anything a D6 can be converted to.

ROMULANS: A K7R can be converted to anything a KR can be converted to. The costs for conversion of Klingon ships to Romulan service applies only to any additional ships (beyond the stated Order of Battle) which are given/sold to the Romulan player by the Klingon player. The KC9R costs 18 points, of which 13 is paid to the Klingons (added to their treasury). As SNE counters are now provided, SNs and SNBs can no longer be converted into BHEs. KEs can be converted into anything a WE can be converted into. SUP/NH can be converted into anything an FH can be converted into.

KZINTIS, GORNS, THOLIANS, ORIONS, HYDRANS: CCs can be converted into anything a CA can be converted into.

LYRANS: CC can be converted into anything a CA can be converted to. CA/CC + DND can be combined into a DN for 3 EPs as a conversion.

ANNEX (756.0) NON-SHIP UNITS AND OTHER SPECIAL CASES

The following units are not "ships" in the game definition of the term: Convoys, FRDs, planets, PDUs (defense battalions, regiments, groups, and brigades), repair ships, Starbases, Mobile Bases, Battle Stations.

(756.1) SLOW UNITS: FRD being towed, overloaded tug, Special Attack Forces, Monitors, Convoy, Military Convoy, Logistics Task Force, Auxiliaries.

(756.2) STRATEGIC MOVEMENT NODES: Starbases, Battle Stations, Mobile Bases, Tugs acting as Supply Points (412.2), Off-Map Areas, Planets (including devastated planets, enemy planets captured on a previous Player Turn, and your own planets liberated from capture on a previous Player Turn), LTFs, and Military Convoys within three hexes of another node; but **NOT** Convoys, FRDs [except (422.3)] or tugs [except those using (412.2)].

ANNEX (762.0) LIMIT ON AUXILIARY UNITS IN SERVICE

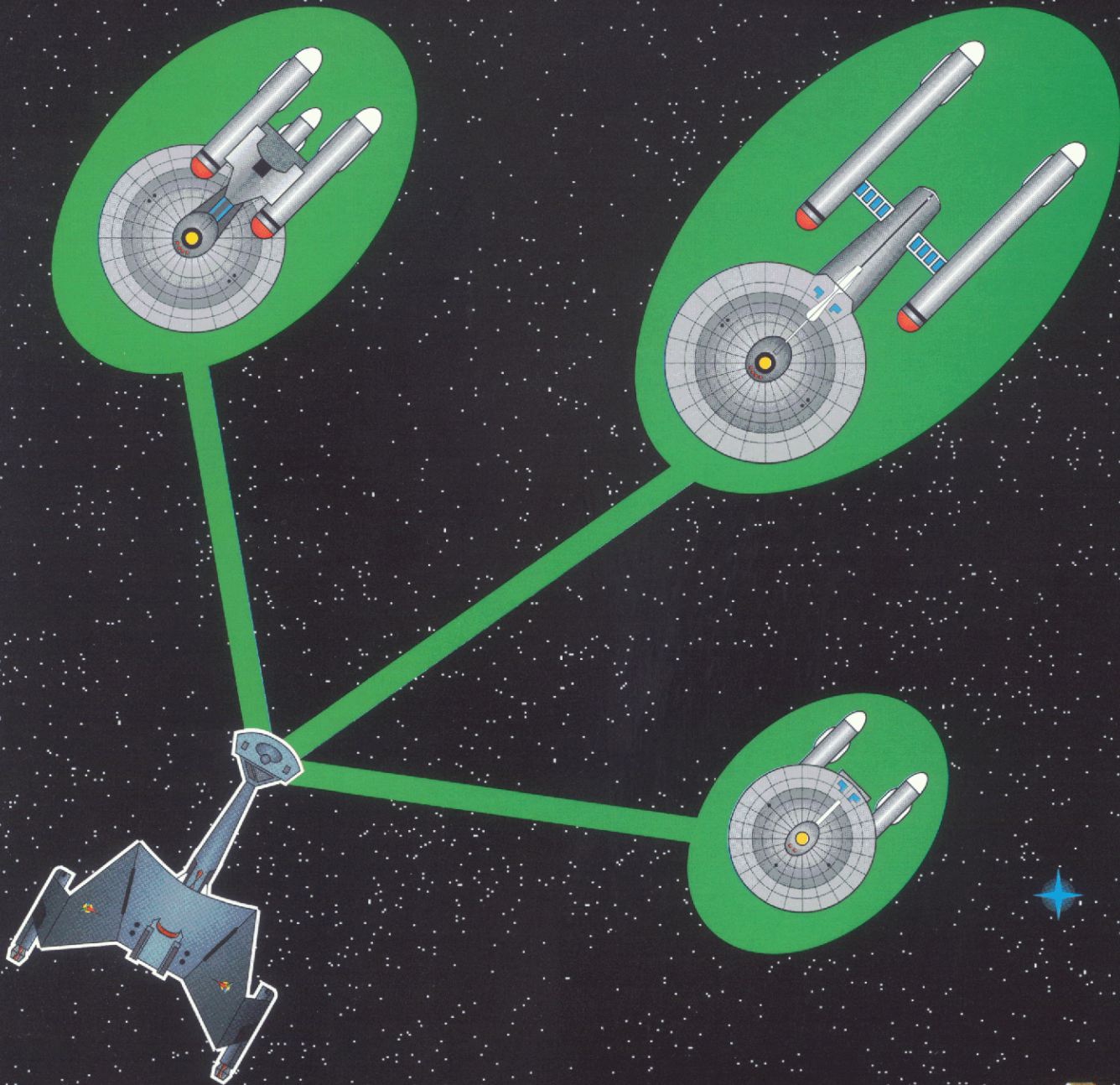
RACE	F	K	R	Z	G	T	H	L
LAV	4	4	3	4	3	2	3	2
SAV	6	6	4	6	4	2	5	2
FTS						NO LIMIT		
FTL						NO LIMIT		

COMBINED

OPERATIONS

FEDERATION & EMPIRE

SPECIAL OPERATIONS



F&E MODULE #1

**TASK
FORCE
GAMES™**

SPECIAL OPERATIONS

SET UP CHARTS FLEET CHARTS

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Amarillo Design Bureau

SCENARIO 609 - FEDERATION

1ST (HOME) FLEET

DN	CA	CA	CL	CL	NCL	NCL		DD	DD
SC	TG	TG	MB	MB	FF	FF	FF	FF	FF
CVA	ECL	DE	DE	SWAC		FRD			LAV

3RD FLEET: SET UP WITHIN 4 HEXES OF THE KLINGON NEUTRAL ZONE

DN	CA	CA	CA	DD	DD	DD	SC	SAV
CC	CVS	DE	FFE	CL	CL	CL	TG	RESV
FRD	CVB	DE	FFE	NCL	NCL	NCL		
FF	FF	FF		FF	FF	FF		

7TH FLEET: SET UP IN PROVINCES 2813 & 2815

CC		SC	CA	CA	CA
DD	DD	DD	FF	FF	FF

PODS

VP	VAP	BP
RESV		

SCENARIO 609 - KLINGONS

EASTERN FLEET

D7C	D7	D7	D7	D6	D6	D6	E4	E4	E4
D6D	SAV	MB	TGA	TGA	FV	E4A	CVT	E4A	E4A
F5S	F5	F5L	F5	F5	F5L	F5	F5	F5L	F5

HOME FLEET (elements)

C8		D7C	D7C	D7C	D7C	D6S	D5	D5	D5
D7	D7	D7	D7	D7	D7	TGA	D5	D5	D5
D6	D6	D6	D6	D6	D6	FRD	D5	D5	D5
D6D	D6D	D6D	D6M	D6M	F5S	F5S	D5	D5	D5
F5	F5L	F5	F5	F5L	F5	RESV	D5S	D5S	D5S
F5	F5L	F5	F5	F5L	F5	RESV			
D5V	AD5	F5E	F5	F5L	F5				
FV	E4A		E4	E4	E4				
						PODS	VP	VP	
						DP	BP	BP	

FEDERATION SUPPLEMENTARY FLEET CHART

FEDERATION
AND EMPIRE

BATTLE FLEET

B

CARRIER FLEET ONE

CV

EXPEDITIONARY FLEET

E

RESERVE FLEET

R

TASK FORCE KOSNETT

K

TASK FORCE STOCKER

S

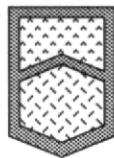
ALLIANCE FLEET ONE



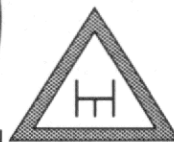
1



ALLIANCE FLEET TWO



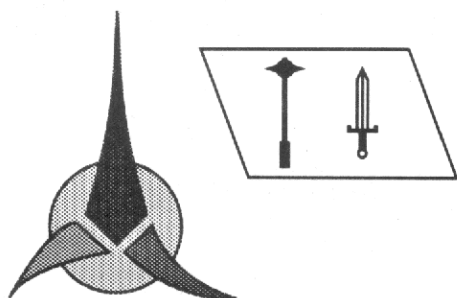
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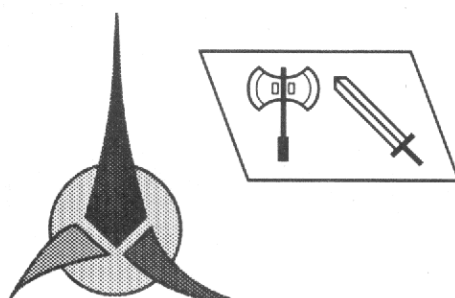
KLINGON SUPPLEMENTARY FLEET CHART

FEDERATION
AND EMPIRE

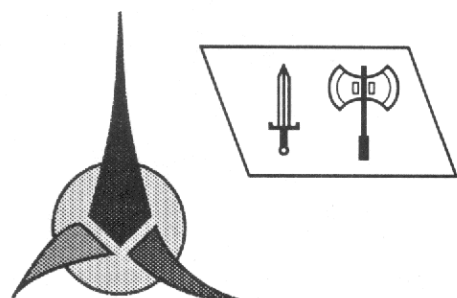
NORTHWEST FLEET



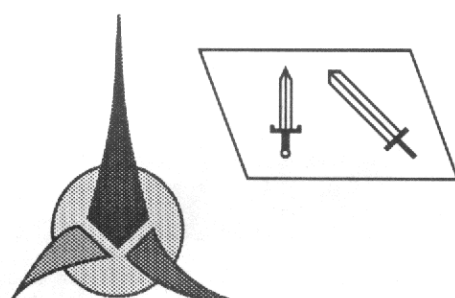
NORTHEAST FLEET



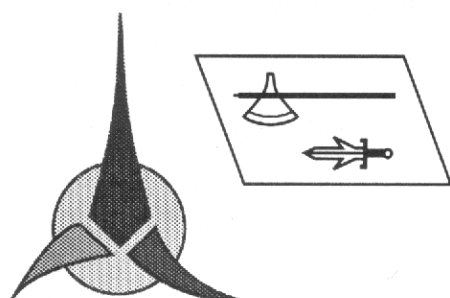
SOUTHWEST FLEET



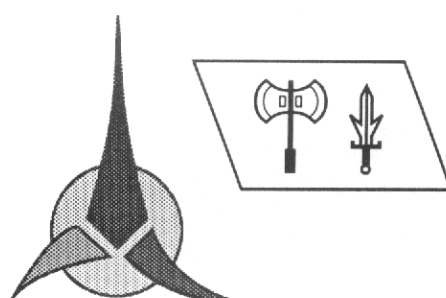
SOUTHEAST FLEET



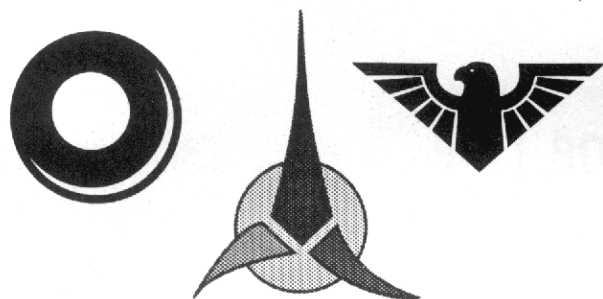
IMPERIAL RESERVE FLEET



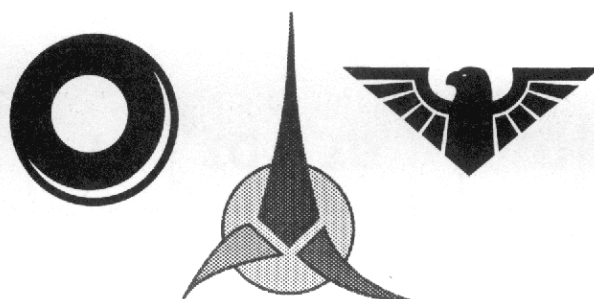
BLUE FLEET



COALITION COMBINED FLEET



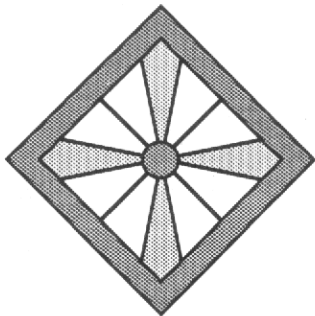
COALITION JOINT FLEET



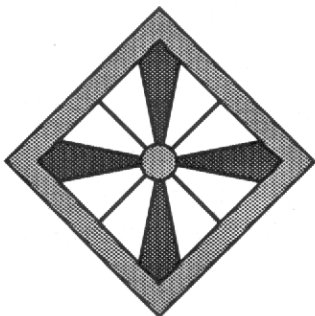
KZINTI SUPPLEMENTARY FLEET CHART

FEDERATION
AND EMPIRE

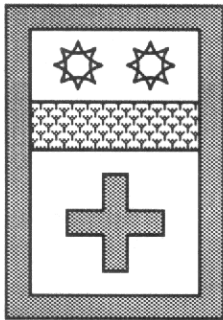
OLYMPUS FLEET



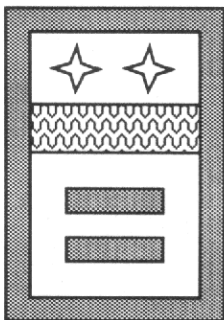
TITAN FLEET



EXPEDITIONARY FLEET

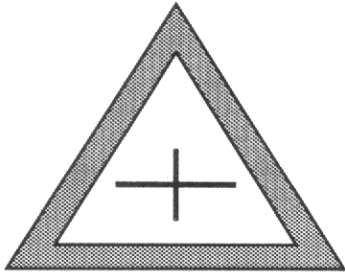


CONSTABLE'S FLEET

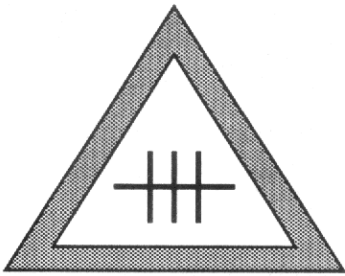


GORN SUPPLEMENTARY FLEET CHART

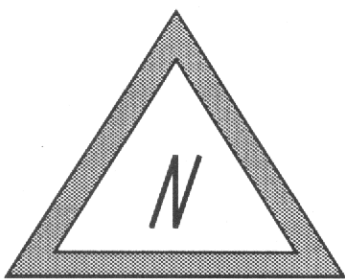
5TH FLEET



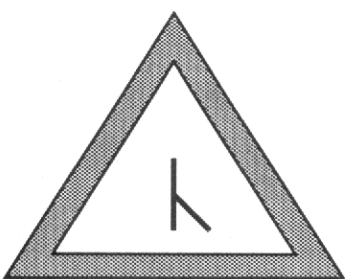
7TH FLEET



EXPEDITIONARY FLEET



VENGEANCE FLEET



ROMULAN SUPPLEMENTARY FLEET CHART

FEDERATION
AND EMPIRE

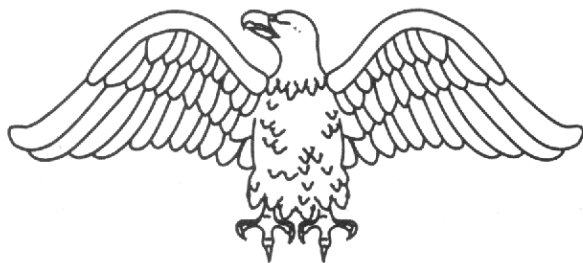
FLEET OF ROLANDUS



FLEET OF TIERCELLUS



THOLIAN BORDER SQUADRON

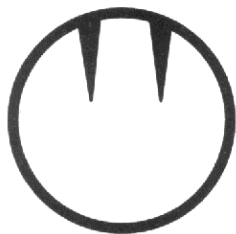


FLEET OF THE EAST



LYRAN SUPPLEMENTARY FLEET CHART

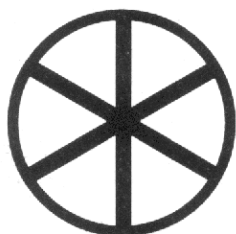
GOLDEN FANG FLEET



BLOODY CLAW FLEET



NIGHT ROAR FLEET



DARK STORM FLEET



4SCS 12 11-16	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	LAV 6 0-2
3CVD 3 7-11	3CVD 3 7-11	BCJ 5	LTT 0-4	LTT 0-4	LTT 0-4	3NVH 4 7-11

3NVD 3 7-11	NCA 4	NCA 4	NCA 4	NCA 4	3NCA 12 12	3NCA 12 12
DWS 1-3	DWS 1-3	DW 3	DW 3	DW 3	3DW 9 9	3DW 9 9

ORION SHIPS

DWA 2-3	DWA 2-3	3CBD 4 7-11	DWS 1-3	PFT P 2-4	SAL 3-4	BPF P 2-4	BCH 5
SCS 12 5-6	DWA 2-3	3NVH 4 7-11	LRS 0-2	DW C 3	CR C 3	LR C 2	DBR 3

KLINGON SHIPS

4C8S 3P 12-16	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	LAV 6 0-2	LAV 6 0-2
3D5V 3 8-11	3D5V 3 8-11	D6S 2-4	LTT 3-4	LTT 3-4	77th PP 4-8	C8S 3P 5-6

D5W 4	D5W 4	D5W 4	3D5W 12	MD5 4	D5D 4	D5D 4
F5W 3	F5W 3	F5W 3	F5W 3	3F5W 9	3F5W 9	3D5V 3 8-11

GORN SHIPS

LSC 0-4	LTT 3-4	LTT 3-4	SAV 3 0-1	LAV 6 0-2	D7D 4	C7A 4-5	C9A 5-6
SCS 3P 7	BDP P 1-3	4SCS 3P 17	CM 5	CM 5	D7D 4	SBA 6 18	D5A 2 3-4

KLINGON SHIPS

C9A A 10-12	C7A A 8-10	D7A A 6-8	D7D 9	LAV 12 1-4	SAV 6 0-2	LTT 5-7	LSC 2-8
D5A A 5-7	B10A A4 20	SB-A 12 36	D7D 9	CM 10	CM 10	4SCS 6P 33	SCS 6P 14

LAV 12 1-4	LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	4SCS 24 25-30
3NVH 9 15-20	LTT 2-7	LTT 2-7	LTT 2-7	LTT 2-7	BCJ 11	3CVD 6 17-21	3CVD 6 17-21

3NCA 24	3NCA 24	3NCA 24	NCA 8	NCA 8	NCA 8	NCA 8	3NVD 6 16-20
3DW 18	3DW 18	3DW 18	DW 6	DW 6	DW 6	DW 6	DWS 3-6

ORION SHIPS

BCH 10	BPF P 4-7	SAL 5-8	PFT P 4-8	DWS 2-5	3CBD 8 17-21	DWA 5-6	DWA 5-6
DBR 6	LR C 4	CR C 6	DW C 5	LRS 1-4	3NVH 9 15-20	DWA 5-6	DWA 5-6

KLINGON SHIPS

LAV 12 1-4	LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	4C8S 6P 24-29
C8S 6P 10-12	77th PAP 9-15	LTT 6-7	LTT 6-7	LTT 6-7	D6S 4-8	3D5V 6 16-19	3D5V 6 16-19

D5D (4) 7	D5D (4) 7	MD5 +	MD5 +	3D5W 24	D5W 8	D5W 8	D5W 8
3D5V 6 16-19	3F5W 18	3F5W 18	3F5W 18	F5W 6	F5W 6	F5W 6	F5W 6

GORN SHIPS

C9A A 10-12	C7A A 8-10	D7A A 6-8	D7D 9	LAV 12 1-4	SAV 6 0-2	LTT 5-7	LSC 2-8
D5A A 5-7	B10A A4 20	SB-A 12 36	D7D 9	CM 10	CM 10	4SCS 6P 33	SCS 6P 14

PHX 3P 7	2CH P 2-5	4PHX 3P 17	4TH 2P 14-15	KH 5	SAV 3 0-1	SAV 3 0-1	LAV 6 0-2	LAV 6 0-2
SEH 2	SEH 2	SEH 2	SEH 2	SEE 2	SEE 2	SEC 1-2	TH 2P 4-5	SPJ 4

THOLIAN SHIPS

DD 3	PFW P 2-4	LTT 2-4	CC 4	SAV 3 0-1	LAV 6 0-2	SEB 1 2	3SEH 6	3SEH 6
CWE 3-4	CWS 2-4	3CW 12	CW 4	CW 4	CW 4	SEH 2	SNB 2	2SEB 1 4

HYDRAN SHIPS

DWE 3	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	LAV 6 0-2	LAV 6 0-2	LAV 6 0-2
AH 2	IRQ 4	IRQ 4	MHK 2 3-4	MHK 2 3-4	MHK 2 3-4	LTT 1 0-4	LTT 1 0-4	LTT 1 0-4

LYRAN SHIPS

LTT 3-4	LTT 3-4	SAV 3 0-1	SAV 3 0-1	NCA 4	DWH 3	DWH 3	3DWH 9	3DWH 9
SCS 3P 6	4SCS 3P 16	STJ 4	STJ 4	NCA 4	DWF 2-3	DWF 2-3	3DWF 6-9	3DWF 6-9

KZINTI SHIPS

4SCS 3P 13-17	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	SAV 3 0-1	LAV 6 0-2	LAV 6 0-2	LAV 6 0-2
3DW 9	3DW 9	DWE 2-3	DWE 2-3	MSC 2-4	MSC 2-4	LTT 3-4	LTT 3-4	LTT 3-4

DW 3	DW 3	23rd PP6 2-6	DWE 2-3	DWE 2-3	NCA 4	NCA 4	3NCA 12	3NCA 12
DW 3	DW 3	3DW 9	3MVD 3 9-11	3MVD 3 9-11	3CVD 3 10-12	3CVD 3 10-12	4CVN 6 12-16	DWS 2-3

LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	TH 4P 9-10	SEC 2-4	SEE 4	SEH 4
SPJ S 9-7	SPJ S 9-7	TH 4P 9-10	SEC 2-4	SEE 4	SEE 4	SEE 4	SEH 4	SEH 4

THOLIAN SHIPS

3SEH 12	3SEH 12	SEB 3 4	LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	CC 9	LTT 4-7	PFW P 4-7
2SEB 3 8	2SEB 3 8	SNB 5	SEH 4	CW 7	CW 7	CW 7	3CW 21	CWS 4-7

HYDRAN SHIPS

LAV 12 1-4	LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	DWE 1 5-6
LTT 2 3-7	LTT 2 3-7	MHK 4 6-8	MHK 4 6-8	MHK 4 6-8	IRQ 1 8	IRQ 1 8	IRQ 1 8	AH 3-4

LYRAN SHIPS

3DWH 18	DWH 6	DWH 6	DWH 6	NCA 8	LAV 12 1-4	SAV 6 0-2	LTT 6-7	LTT 6-7
3DWF 15-18	DWF 5-6	DWF 5-6	DWF 5-6	NCA 8	STJ 7	STJ 7	4SCS 6P 31	SCS 6P 12

KZINTI SHIPS

LAV 12 1-4	LAV 12 1-4	LAV 12 1-4	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	SAV 6 0-2	4SCS 6P 25-30
LTT 6-7	LTT 6-7	SCS 6P 11-12	MSC 5-7	MSC 5-7	DWE 5-6	DWE 5-6	3DW 18	3DW 18

3NCA 24	NCA 8	NCA 8	NCA 8	DWE 5-6	DWE 5-6	23rd P+P12 4-12	DW 6	DW 6
DWS 4-6	4CVN 12 27-31	3CVD 6 21-23	3CVD 6 21-23	3MVD 6 18-20	3MVD 6 18-20	3DW 18	DW 6	DW 6

BP+	BP+	BP+	BP+	BP+	REP	CV	BAT	EXP
10-4	10-4	10-4	10-4	10-4	TUG	FLEET	FLEET	FLEET
VP	VP	VP	VP	VP	VAP+	RESV	TF	TF
6	6	6	6	6	12	FLEET	KSNT	STKR
0	0	0	0	0	0			

KLINGON UNITS

BP	BP	BP	BP	BP	2PFP+	NORTH	NORTH	BLUE
2	2	2	2	2	P	WEST	EAST	FLEET
VP	VP	VP	VP	VP	VAP	SOUTH	SOUTH	IMP
2	2	2	2	2	6	WEST	EAST	RESV
0	0	0	0	0	0			

LYRAN UNITS

BP+	BP+	BP+	BP+	BP+	REP	BLOOD	REP	DP
4	4	4	4	4	TUG	CLAW	TUG	(2) 2
VP+	VP+	VP+	VP+	VP+	KVP	NIGHT	0	DP
6	6	6	6	6	6	ROAR	0	(2) 2
0	0	0	0	0	0			

KZINTI UNITS

BP	BP	BP	BP	BP	VAP	OLYM	TITAN
(2)	(2)	(2)	(2)	(2)	6	PUS	
VP	VP	VP	VP	VP	VP	EXP	CONS
3	3	3	3	3	3	FLEET	FLEET
0	0	0	0	0	0		

GORN UNITS

HBP+	HBP+	LBP	REP	STATUS	KZINTI	GORN	ALLIANCE
10-4	10-4	6-0	TUG	+1			1ST ALLIED
PFP	PFP	P	REP	-1			2ND ALLIED
0	0	6-0	TUG				

HYDRAN UNITS

VP	VP	VP	VP	VP	REP	THOL	ROMULANS	COAL
6	6	6	6	6	GRP			COM
0	0	0	0	0	TUG			FLEET
BP	BP	BP	BP	BP	F			JOINT
2	2	2	2	2	12			FLEET

BP+	BP+	BP+	BP+	BP+	REP	CV	BAT	EXP
10-4	10-4	10-4	10-4	10-4	TUG	FLEET	FLEET	FLEET
VP	VP	VP	VP	VP	VAP+	RESV	TF	TF
6	6	6	6	6	12	FLEET	KSNT	STKR
0	0	0	0	0	0			

KLINGON UNITS

BP	BP	BP	BP	BP	2PFP+	NORTH	NORTH	BLUE
2	2	2	2	2	P	WEST	EAST	FLEET
VP	VP	VP	VP	VP	VAP	SOUTH	SOUTH	IMP
2	2	2	2	2	6	WEST	EAST	RESV
0	0	0	0	0	0			

LYRAN UNITS

BP+	BP+	BP+	BP+	BP+	REP	BLOOD	REP	DP
4	4	4	4	4	TUG	CLAW	TUG	(2) 2
VP+	VP+	VP+	VP+	VP+	KVP	NIGHT	0	DP
6	6	6	6	6	6	ROAR	0	(2) 2
0	0	0	0	0	0			

KZINTI UNITS

BP	BP	BP	BP	BP	VAP	OLYM	TITAN
(2)	(2)	(2)	(2)	(2)	6	PUS	
VP	VP	VP	VP	VP	VP	EXP	CONS
3	3	3	3	3	3	FLEET	FLEET
0	0	0	0	0	0		

GORN UNITS

HBP+	HBP+	LBP	REP	STATUS	KZINTI	GORN	ALLIANCE
10-4	10-4	6-0	TUG	+1			1ST ALLIED
PFP	PFP	P	REP	-1			2ND ALLIED
0	0	6-0	TUG				

HYDRAN UNITS

VP	VP	VP	VP	VP	REP	THOL	ROMULANS	COAL
6	6	6	6	6	GRP			COM
0	0	0	0	0	TUG			FLEET
BP	BP	BP	BP	BP	F			JOINT
2	2	2	2	2	12			FLEET

F&E SECTOR D

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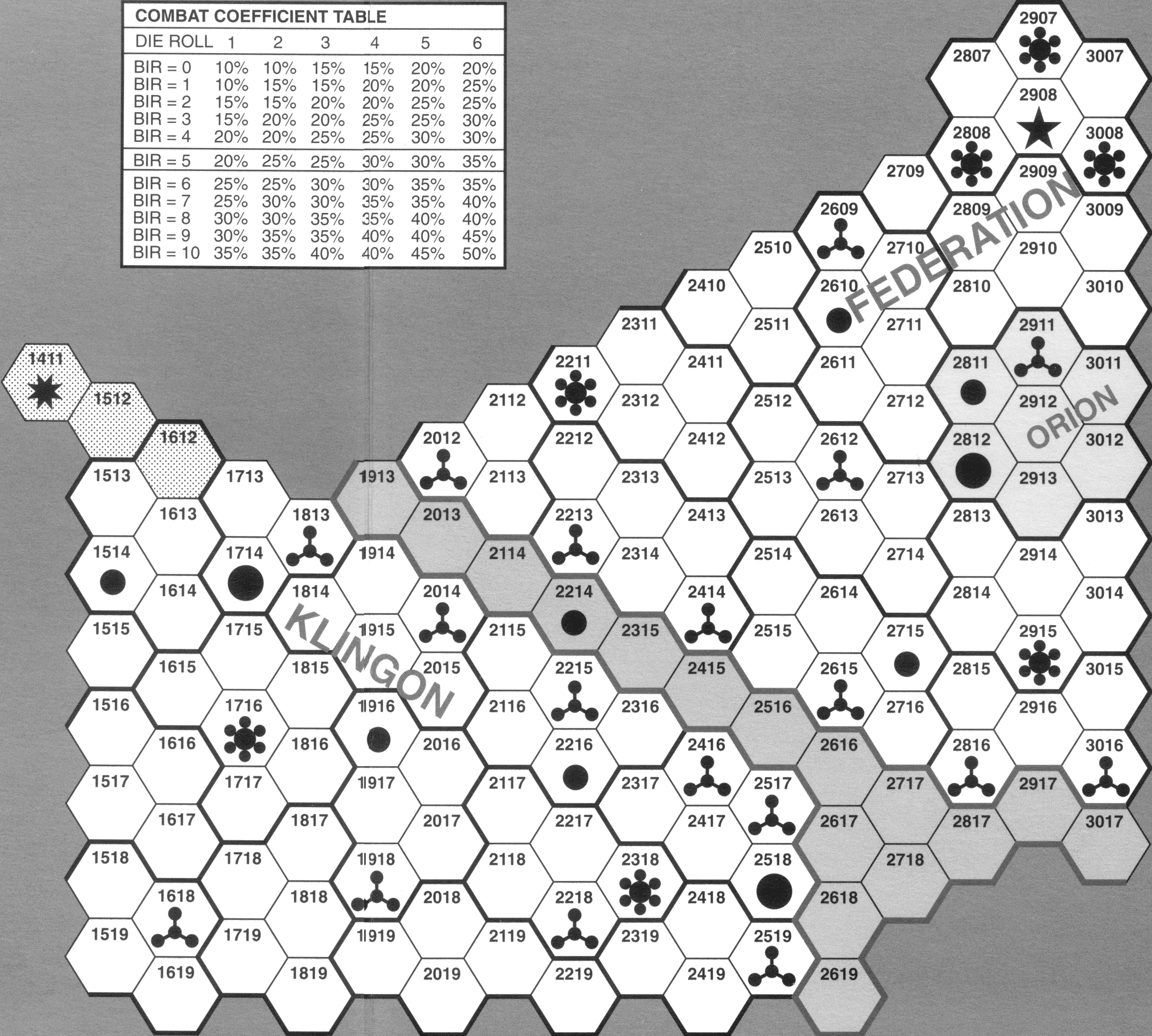
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BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

TURN RECORD TRACK

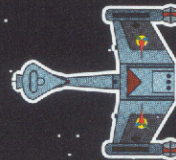
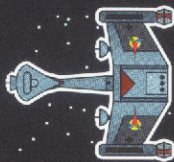
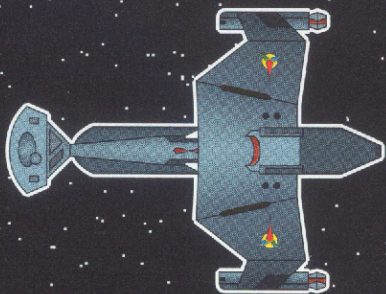
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PHASE RECORD TRACK

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ECON	REPR	PROD	OPER	RESV	COM-	RE-	FIELD	STRAT	EST
			MOVE	MOVE	BAT	TRO	REPR	MOVE	RESV



Enemy Fleet Frozen! Get that tug out of here!



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- ★ Light Tugs & Tug Pods
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- ★ Thunder Over Kzintai



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& EMPIRE**

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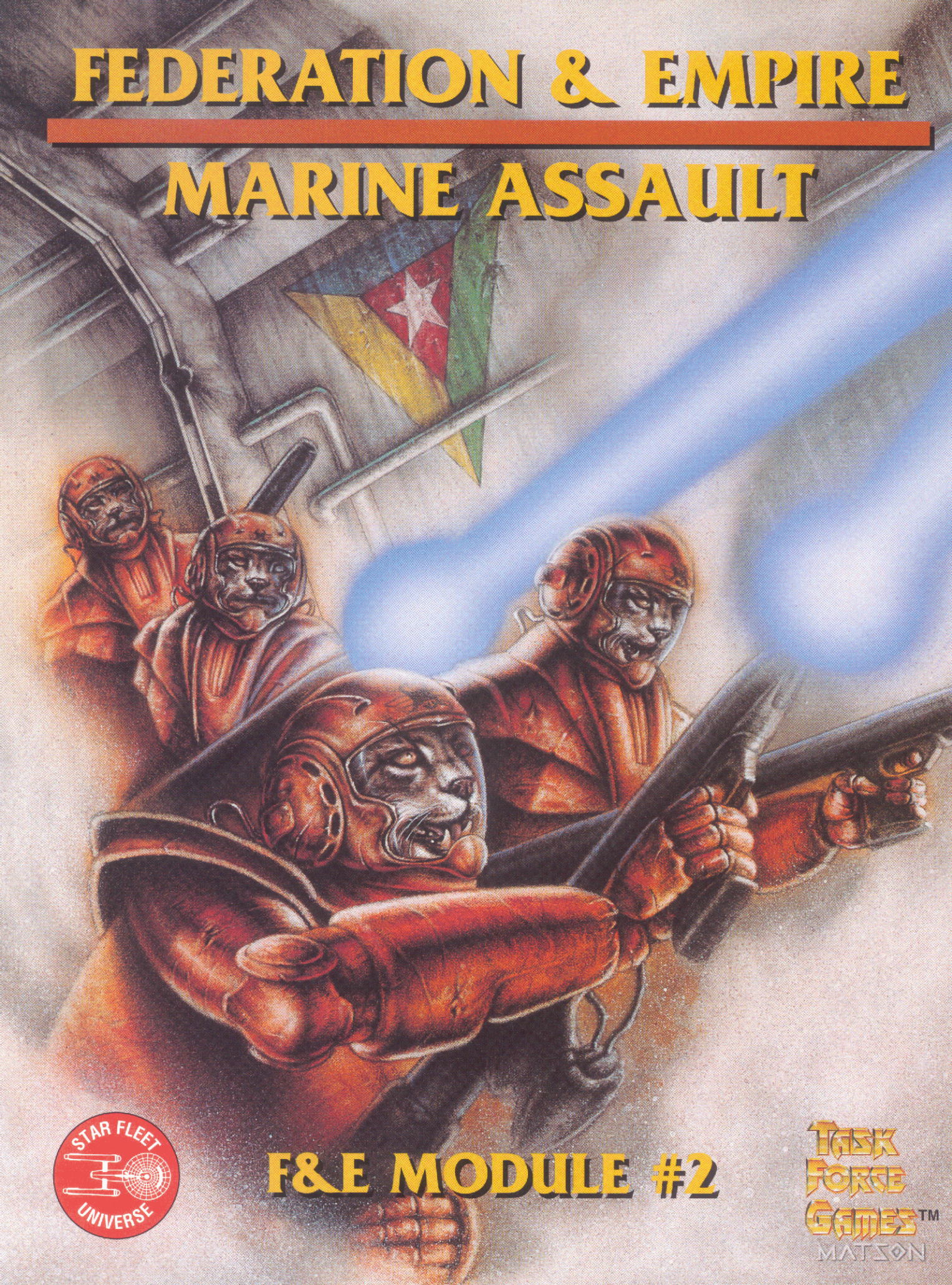


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FEDERATION & EMPIRE

MARINE ASSAULT



F&E MODULE #2

**TASK
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MATSON

FEDERATION & EMPIRE — MODULE #2 MARINE ASSAULT (1 OF 4 IDENTICAL SHEETS)
FEDERATION UNITS ORION

MON 10-6	MON 10-6	SAF 0-6	PRIME TEAM	PRIME TEAM	FTS GG 0-2	CMC G 4-6	CFE G 2-5	CRIME TEAM
M-PAL 6 0	M-PAL 6 0	IND GCE	IND GCE	IND GCE	FTL GGGG 1-4	NCT G 4-7	CDW G 2-6	VIK G 1-4

MON 10-6	SAF 0-6	PRIME TEAM	FTS GG 0-2	D6G GG 3-8	F5G G 2-5	IND GCE	NO G	NO G
M-PAL 6 0	IND GCE	IND GCE	FTL GGGG 1-4	D5G G-LT 2-7	D5G G-LT 2-7	IND GCE	NO G	NO G

MON 10-6	SAF 0-6	PRIME TEAM	FTS GG 0-2	SPG GG 6-7	SKG G 4-5	MON 10-6	CMC 4	IND GCE
M-PAL 6 0	IND GCE	IND GCE	FTL GGGG 1-4	CE G 2-6	SEG G 1-4	M-PAL 6 0	PRIME TEAM	FTS GG 0-2

MON 10-6	SAF 0-6	PRIME TEAM	FTS GG 0-2	HCD G 5-7	COM G 6-8	T-POD G 0	T-POD G 0	T-POD G 0
M-PAL 6 0	IND GCE	IND GCE	FTL GGGG 1-4	DDG G 3-5	BDG G 4-6	A-POD GG 0	A-POD GG 0	NO G

MON 10-6	SAF 0-6	PRIME TEAM	FTS GG 0-2	CAT G 2-7	LNG G 2-6	MON 10-6	SAF 0-6	PRIME TEAM
M-PAL 6 0	IND GCE	IND GCE	FTL GGGG 1-4	HNG G 1-4	DWG G 3-6	M-PAL 6 0	IND GCE	IND GCE

MON 10-6	SAF 0-6	PRIME TEAM	FTS GG 0-2	CWG G 3-7	CWG G 3-7	MON 10-6	SAF 0-6	PRIME TEAM
M-PAL 6 0	IND GCE	IND GCE	FTL GGGG 1-4	DDG G 3-5	DDG G 3-5	M-PAL 6 0	IND GCE	IND GCE

FEDERATION & EMPIRE — MODULE #2 MARINE ASSAULT (1 OF 4 IDENTICAL SHEETS)
ORION FEDERATION

TEAM	CFE	CMC	FTS	TEAM	TEAM	SAF	MON	MON
WIA	1-3	2-3	0-1	WIA	WIA	0-3	5-3	5-3
VIK	CDW	NCT	FTL	COV	2-IND GCE	2-IND GCE	M-PAL 12 0	M-PAL 12 0
0-2	1-3	2-4	0-2	3-4	0	0	0	0

RESD DEF UNIT	RESD DEF UNIT	2-IND GCE	F5G G 1-3	D6G G 2-4	FTS G 0-1	TEAM WIA	SAF 0-3	MON 5-3
RESD DEF UNIT	RESD DEF UNIT	2-IND GCE	D5G G 1-4	D5G G 1-4	FTL GG 0-1	2-IND GCE	2-IND GCE	M-PAL 6P 0

2-IND GCE	CMC 2	MON 5-3	SKG 2-3	SPG 3-4	FTS G 0-1	TEAM WIA	SAF 0-3	MON 5-3
FTS G 0-1	TEAM WIA	M-PAL 6P 0	SEG G 0-2	CE G 1-3	FTL GG 0-1	2-IND GCE	2-IND GCE	M-PAL 6P 0

GENERIC			GORN					
			COM	HCD	FTS	TEAM	SAF	MON
			G	G	G			
			3-4	3-4	0-1	WIA	0-3	5-3
RESD DEF UNIT			BDG	DDG	FTL	2-IND	2-IND	M-PAL 6P
			2-3	2-3	GG	GCE	GCE	0

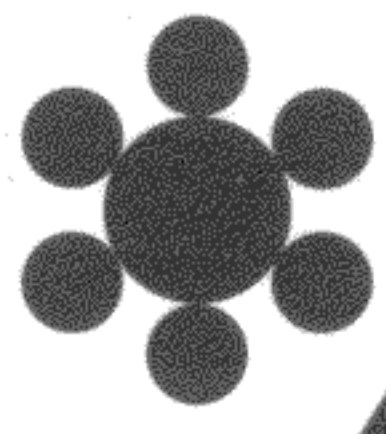
TEAM	SAF	MON	LNG	CAT	FTS	TEAM	SAF	MON
WIA	0-3	5-3	1-3	1-4	0-1	WIA	0-3	5-3
2-IND GCE	2-IND GCE	0	DWG	HNG	FTL GG 0-1	2-IND GCE	2-IND GCE	M-PAL 6P 0

MCG G 1-4	MCG G 1-4	FTS G 0-1	CWG G 2-4	CWG G 2-4	FTS G 0-1	TEAM WIA	SAF 0-3	MON 5-3
DWG 2-3	FFG 0-2	FTL GG 0-2	DDG 2-3	DDG 2-3	FTL GG 0-1	2-IND GCE	2-IND GCE	M-PAL 6P 0

F&E SECTOR A

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LYRAN FAR STARS



COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

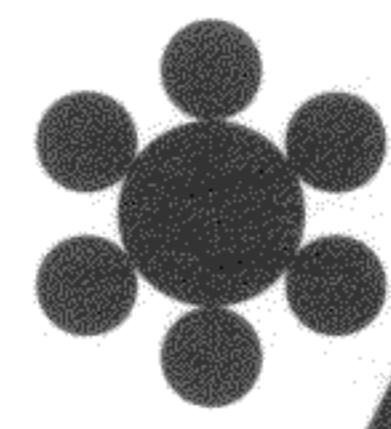
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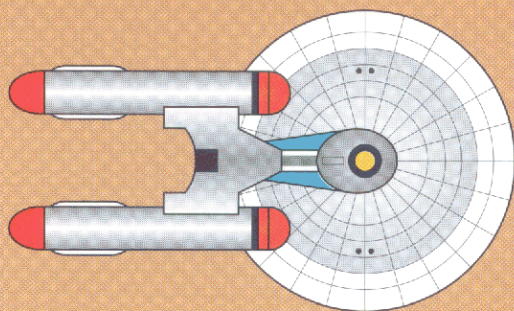
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HYDRAN OLD COLONIES



Hexagonal grid map showing various locations and symbols. Locations include 0109, 0209, 0309, 0408, 0509, 0609, 0709, 0809, 0909, 1008, 1109, 1209, 1309, 1408, 0110, 0210, 0310, 0410, 0510, 0610, 0710, 0810, 0910, 1009, 1110, 1210, 1310, 1409, 0111, 0211, 0311, 0411, 0511, 0611, 0711, 0811, 0911, 1010, 1111, 1211, 1311, 1410, 0112, 0212, 0312, 0412, 0512, 0612, 0712, 0812, 0912, 1011, 1112, 1212, 1312, 1411, 0113, 0213, 0313, 0413, 0513, 0613, 0713, 0813, 0913, 1012, 1113, 1213, 1313, 1412, 0114, 0214, 0314, 0414, 0514, 0614, 0714, 0814, 0914, 1013, 1114, 1214, 1314, 1413, 0115, 0215, 0315, 0415, 0515, 0615, 0715, 0815, 0915, 1014, 1115, 1215, 1315, 1414, 0116, 0216, 0316, 0416, 0516, 0616, 0716, 0816, 0916, 1015, 1116, 1216, 1316, 1415, 0117, 0217, 0317, 0417, 0517, 0617, 0717, 0817, 0917, 1016, 1117, 1217, 1317, 1416, 0118, 0218, 0318, 0418, 0518, 0618, 0718, 0818, 0918, 1017, 1118, 1218, 1318, 1417, 0119, 0219, 0319, 0419, 0519, 0619, 0719, 0819, 0919, 1018, 1119, 1219, 1319, 1418, 0120, 0220, 0320, 0420, 0520, 0620, 0720, 0820, 0920, 1019, 1120, 1220, 1320, 1419. Symbols include stars, circles, and clusters of dots. Labels include LYRAN, LDR, and KLINGON.

LAND THE MARINES!



MARINE ASSAULT

F&E Expansion Module #2

IN THIS EXPANSION FOR *FEDERATION & EMPIRE*:

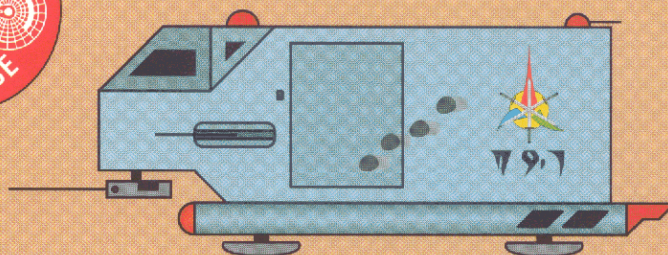
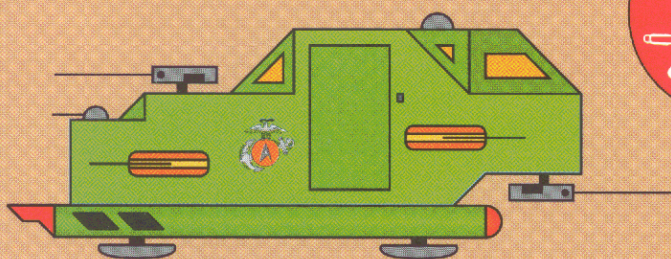
- ★ MARINE GROUND ASSAULTS
- ★ SPECIAL ATTACK FORCES
- ★ MONITORS ★ PRIME TEAMS

MARINE ASSAULT ALSO INCLUDES SIX SCENARIOS:

THE HYDRAN EXPEDITION ★ THE WAYWARD WIND

★ REPTILICON REVENGED ★ COLD FRONT ★

THOLIAN GAMBIT ★ THE LATE KINGDOM



NOTE: This product is an expansion kit for the game system *FEDERATION & EMPIRE*. You must have that game to utilize this material.

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432 Die-Cut Counters including commando ships, ground troops, monitors, & prime teams.

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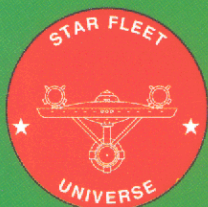


FREEZE ENEMY FLEET! LAND THE MARINES!

23 P♦P12 4-12	NCA 8	VAP 6 0	MSC ♦ 5-7	HDW-F Repair +0	FTL GGGG 1-4	DW 6	BCJ S 11	GG 4	POL 4	REP TUG	EW 2	NCA 8	SCS 6P 12
POL 4	FTR 8H	PRIME TEAM	LAV 6 1-4	PGB 3	SCS 24 11-12	DWA 5-6	FTR-M 6 0	3 SIDS STEPS	CC 0-10	CAT G1 2-7	LNG G1 2-6	BP+ 4	6PF 12
LSC ♦ 2-8	MON 10-6H	BDP P♦ 3-6	TUG-F Move FRD	TUG-C Set up MB	CFF G 2-5	HDW-H 10H +0	F15 8	LAV 12 1-4	FCR [6] 3-4	OUT OF SUPPLY	4th FLEET	GOLD FANG	STJ + 7
IND GCE	SCS 6P 14	CM 10	TUG-K Deliver PDU	TUG-H Carry EPs	BCH 10	BPF P♦ 4-7	CR C 6	VIK G 1-4	DWS ♦ 2-5	PGS ♦ 3-7	TUG-S 2 3-8	Battle	LTT 6-7
DP (2)♦ 2	D5D (4) 7	D5W 8	MD5 + 7	F5W 6	SAV 6 0-2	FRD 6 1-4	SNB 5	PHX 6P 13	KH S 13-10	SAF 0-6	CLOAK	CMC G 4	CW 7
D6S ♦ 4-8	SAV 6 0-2	D7D 9	D7A A 6-8	B10A A4 20	SPJ S 9-7	SEE 4	SEH 4	SEC ♦ 2-4	SEG G 1-4	CE G 2-6	POL 4	Trapped in WEB	CWS ♦ 4-7

Expand your Federation & Empire campaign with new ships, rules, and systems:

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- ★ Electronic warfare jams the enemy attack while burning through his own jamming.
- ★ Light Tactical Transports are cheap to build and almost as good as a tug. Complete rules for pods bring them out of the twilight of accounting and into combat.
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- ★ Eight Scenarios portray key moments in Star Fleet Universe history: Koval's Lightning, Thunder Over Kzintai, The Hydran Expedition, Reptilicon Revenged, Cold Front, The Late Kingdom, The Tholian Gambit, and The Wayward Wind.
- ★ Over 800 counters portray the innovative new ships and important new units.
- ★ Completely revised and expanded rules with new features, updates, and rules.



COMBINED OPERATIONS adds new game play situations, background material, ships, and rules for *FEDERATION & EMPIRE*. You must have F&E to use this material. Some material will work better if you also use the *Carrier War* expansion kit. *Combined Operations* replaces the previous expansions *Marine Assault* & *Special Operations*.



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