FEDERATION & EMPIRE

MARINE ASSAULT

## F&E MODULE #2

STAR FLEET UNIVERSE

TASK FORCE GAMES™

MATSON

FEDERATION & EMPIRE
MARINE ASSAULT
F&E MODULE #2

(108.0) INTRODUCTION

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.
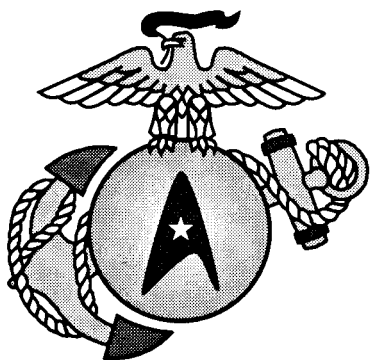
COMPONENTS

A complete copy of Marine Assault includes the following components:
- 16-page rulebook (this rulebook).
- Folio Cover with Sector A map inside.
- Four identical double-sided countersheets.

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ADDITIONAL INFORMATION FOR (103.3) FACTORS ON THE COUNTERS

In Marine Assault, one new "special" symbol is used on some of the counters.

G = Indicates that the ship has a ground combat force on board (521.21).

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(519.0) MONITORS

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

(519.1) CONSTRUCTION

(519.11) Each race is provided with a number of monitors in its initial Order of Battle. These can be deployed at start at any planet in that race's territory (not in the capital), with a maximum of one per planet. (The Tholians are allowed to have two at their capital, which is their only planet.) Once deployed, a monitor cannot leave that planet's hex unless a base is built or a Defense Brigade deployed to replace it. Monitors built in the capital may move out to other planets (but don't have to); once they enter a planet hex without a base (except by Strategic Movement), they are deployed there and must remain. 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.

(519.12) 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).

(519.2) COMBAT: Monitors function in combat as any other starship would.

(519.21) Monitors have a command rating of 6 and count against command limits in all cases.

(519.22) Monitors which are in a hex with a planet are treated as bases (associated specifically with that planet) for purposes of (302.2), but are not treated as bases for any other purpose. See (521.323) for a special effect.

(519.3) MOVEMENT

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

(519.32) Monitors cannot retreat. Monitors cannot be used in a pursuit force or approach battle. In a capital battle, they must be assigned to a specific planet.

(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 or Reserve Movement.

(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.

(519.41) Every monitor is presumed to be carrying the standard "support" pallet (without requiring a special counter to denote this fact).

(519.42) Counters are provided for the "fighter pallets" and (on the reverse side) for "space control" pallets (which add both fighter and PF factors). A fighter pallet costs 2 points (plus fighters at the "base" rate 432.22); an SCS pallet costs 5 points (plus fighters at the "base" rate 432.22, and PFs). [Fed SCS pallets have 12 fighters and no PFs.] Free fighters can be used.

(519.43) Monitors cannot use tug pods, and tugs cannot use monitor pallets. Monitors can transfer fighters by (501.6) and PFs by (502.44).

(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) during the Spring turn of each year. The production cost is 10 EPs. 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 or Retreat Movement.

(520.22) SAFs can be moved by Strategic Movement without cost, but only once, and only if they begin their Strategic Movement in the hex in which they were built. Any SAFs moved count as three ships against the allowance for that race.

(520.3) STATUS: SAFs are considered non-ship units. SAFs cannot draw supplies from allied supply grids and cannot be part of Expeditionary Fleets.

(520.4) USE IN COMBAT (ASSAULT): 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 directed damage option to damage the SAF. This requires 12 damage points (producing the six points required to destroy the SAF). If the defenders do not exercise this option against the SAF, the SAF produces the effect of 20 points of directed damage against bases and/or PDUs (can target multiple units so long as all but one are destroyed or SIDSed; cannot be used as "normal" damage; can only attack bases or PDUs; this is in addition to damage the ships produce); proceed to Step C. If the defenders do exercise this option, proceed to Step B. If this option is used against the SAF, no other units can be attacked with directed damage on that Combat Round. SAFs are not used in approach battles and cannot be attacked during approach battles.

(520.42) STEP B: Roll one die. If the result is 1-2, the SAF was destroyed before it could close with the base and has no effect. If the result is 3-4, the SAF was disrupted and produces the effect of 10 points of directed damage. If the result was 5-6, the SAF was not disrupted and produces the effect of 20 points of directed damage. Proceed then to Step C.

(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. If there is a mauler in the Battle Force, its effect is independent of that of the SAF. The two effects are cumulative. The (508.12) limit remains.

(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. It cannot retreat. It has a defense factor of 6 and no offensive capability against ships, fighters, or PFs. It can use the formation bonus.

(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".

(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.
   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) at the end of Step 6 (Damage Allocation) after the die roll to capture ships (305.1) of any Combat Round. 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.
   PDUs destroyed by (520.0) 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.

(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. 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 (ship with a "G"), the attacker may make one attack on the planetary defenses. This is done by rolling two dice and consulting the Ground Attack Table for the result.

Die	Result
2–3	Ground Combat Unit destroyed and any supporting GCE destroyed.
4–5	Attacking Ground Combat Unit destroyed.
6–7	No Effect.
8	Exchange. One Defense Battalion or defensive-supporting GCE and one attacking GCE are destroyed.
9–11	One Defense Battalion destroyed or one SIDS scored.
12	One Defense Btn destroyed or one SIDS scored; roll again for DefBatt†.

† 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.

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.

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).

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) 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.

(521.372) Ground combat ships *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. These escorting ships (521.374) 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.] 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.) 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.).

(521.373) Because they are moving to close range, directed damage attacks on ground combat ships (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. 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 destroyed by (521.34).

Ground Combat Elements can be used to attack bases. The procedure is the same as in (521.3) except that the results under (521.34) are not "defense battalions destroyed" but "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.

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.

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 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.

(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 cannot retreat. They cannot withdraw before combat and cannot be part of a pursuit Battle Force. They have a command rating of 1. See (521.23) for production. See (513.13) in Special Ops for additional information 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.

(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 in *Marine Assault* as generic counters usable by any race.

(521.711) The Federation, Gorns, 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.

(521.712) The Klingons and Kzintis are allowed to have four troop transport pods (each) at any one time. 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.

(521.713) The Romulans do not have troop pods.

(521.714) The Lyrans are allowed to have four Klingon type troop transport pods at any one time. Klingon-type pods have one "G" and cost 2 points.

(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 1 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. Use an IND GCE counter to represent the presence of these extra troops.

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. This is also done for the Gorn bonus (521.82). The extra G is lost if the ship carrying it is crippled.

(521.82) GORN BONUS: Any Gorn Battle Force of six or more ships with a total offensive combat potential of 50 or more is considered to have the effect of one GCE. This GCE functions if at least three of the ships survive the battle round. The Gorns cannot use more than one of these

"free" GCEs per Battle Force and per Combat Round. This reflects the Gorn penchant for ground combat, and particularly the provision of ground assault shuttles on their major warships. Gorn ships which are homeless, adopted, or out of supply cannot use this bonus. Gorns can use this bonus in addition to that in (521.81), but cannot use it against bases or when capturing ships (where the ground assault shuttles are of little use).

(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 economic point, depositing the GCE on the planet. (This is marked with an "IND GCE" counter.) The ground combat ship then MUST 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.) 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. Independent GCEs placed on a planet may not be removed from that planet.

(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). 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).

(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; two or more cannot defend against a single G attack.

(521.835) Every defense battalion on the capital/shipyard planet (one planet per race) has an assigned GCE at no cost and recruits another one at no cost whenever a defense battalion is added.

(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 on 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. The Federation receives two Prime Teams if they are at war, one if they are at peace. No race has any Prime Teams at the start of the game. (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, Lyran 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) Any race at war can buy one extra Prime Team per turn at a cost of 5 EPs.

(522.12) All new Prime Teams are placed in the capital shipyard hex.

(522.13) 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 *Marine Assault* will provide only four teams per race (eight for the Federation), which provides an alternative limit unless players obtain extra counters.

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

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

(522.34) 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.

(522.35) Prime Teams have no command ratings.

(522.4) USE IN COMBAT: During each Combat Round, each Prime Team may perform ONE of the following missions:

1. 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. 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.

2. Assist in combat by assisting in a Marine attack on a Defense Battalion. 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 a separate die. A result of 5-6 means that the Prime Team was destroyed. A result of 3-4 means that the Prime Team was "wounded".

3. 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)

4. If on a Survey Cruiser, each Prime Team adds one to the die roll for (505.2), but if the roll is a 1 for that Survey Cruiser, the Prime Team bungles a treaty negotiation and is wounded without adding to the die roll. No more than one Prime Team can be used for this type of mission each turn.

5. 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 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.

DESIGN NOTES: Many contributed their thoughts and suggestions to the various elements of this project.

Ground Combat rules .... Tony Zbaraschuk
Ground Combat Ship factors .... Steve Rossi
Gorn Bonus rule .... Keith Velleux
Purchasing extra Gs rule .... Thomas Carroll
Extra directed damage .... Owen G Riley
Scenario format .... Jon Cleaves
Special Attack Forces .... Oliver D Upshaw III
Preliminary Playtesting .... Owen Riley, Ray Olesen, Scott Mercer, Andrew Patterson, Jeff Laikind, Will Culbertson.

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(600.0) SCENARIOS

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.

(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.

(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 efforts" 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 pro-

duction (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.

(611.141) This tug cannot be used for any other purpose. It 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 supplies is restored to the original level. The tug itself requires supplies.

(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.
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.

(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.

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.
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. 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.
PODS: 2x Battle Pods, 2x Carrier Pods, 4x Troop pods, 3x Monitor.
NOTE: All other units of the Home Fleet, plus all new construction before the Hydrans attacked, were sent to the Kzinti front.

(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, 9 x 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.

(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) 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.

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 except 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.

Use the standard Historical Order of Battle.

Use the standard historical production schedules.

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).

(613.11) 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 three free fighter factors (431.74) per turn. Gorns receive no free fighter factors. Both sides receive 1 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, the above 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.
6th Fleet: CC, 4x CL, COM, 6x DD, DDG, SC, Resv.
2nd Fleet: CC, 2x BC, 4x CL, COM, 6x DD, DDG, SC.

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.

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, 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	5 x WE, WH, SN, FRD, K5Q, KR
3–4	6 x WE, WH, 2 x SN, FRD, K5Q, KR, KRT, K5S, Resv
5–6	7 x WE, WH, 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.

(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, 2 x CL, 3 x DD
Fall 167: BC, 2 x CL, 3 x DD
Spring 168: BC, 2 x CL, 3 x 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, 3 x BH, 5 x SN
        Fall 167: WE, 3 x BH, 5 x SN
        Spring 168: WE, 3 x SP, 3 x 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? + 2 x 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
        3 x WE to 3 x FE .... 3 points
        WE to FAL .... 5 points
        4 x BH to 4 x WH .... 4 points
        2 x BH + 2 x SN to 4 x WH .... 5 points
ROMULAN ALLOWABLE SUBSTITUTIONS
        SP + 2 x 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*.

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) 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) 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) The Klingons and Lyrans each start with three command points. All three races each receive one point per turn.

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

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

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

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

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.

(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 Lyran 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 Lyran-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) The Klingons deploy their forces first. The Tholians deploy their forces last. The Klingons move first.

(615.17) 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 Hold-fast. 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) Standard builds, conversions, and overbuilds are as specified for the standard game for Turns #1 through #3.

(615.42) 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) 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 devastate or capture the Tholian homeworld.

The scenario is a marginal victory for the Klingons if they destroy every Tholian base and 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.

The Klingon and Lyran battle stations along the original border remain intact, but are base stations, not battle stations. It costs 4 EPs to upgrade a base station to a battle station. Base stations cannot be built during this scenario.

BS	BS
6	3 ■■■
8	4

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.

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 Lyran 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.

Lyran 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 Lyran Empire. Even if it is independent, the LDR ships would not have gatling phasers and would be treated as standard Lyran 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.

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.

(616.4) 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.

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 Lyran at-start forces. These are built normally from Turn #1.

(702) FEDERATION
1st (HOME) FLEET: 2xFTL, 3xFTS, 1xCMC
2nd (EXPLORATION) FLEET: 1xCOV
3rd FLEET (Klingon): 1xCMC
4th FLEET (Kzinti): 1xCFF
5th FLEET (Gorn): 1xCFF
6th FLEET (Romulan): 1xCMC
7th FLEET (Tholian): 1xCFF
OTHER: 6xMonitor, 2xTPod

(703) KLINGON
HOME FLEET: 2xFTL, 3xFTS
NORTHERN FLEET: 1xF5G
NORTHERN RESERVE: 1xD6G
SOUTHERN RESERVE: 1xD6G
WESTERN FLEET: 1xF5G
EASTERN FLEET: 1xD6G
THOLIAN SQUADRON: 1xF5G
OTHER: 3xMonitor, 4xTPod

(704) ROMULAN
HOME FLEET: 1xFTL, 2xFTS, 1xCE
NORTHERN FLEET: 1x CE
WESTERN FLEET: 1xCE
OTHER: 3xMonitor

(705) KZINTI
HOME FLEET: 1xFTL, 2xFTS, 1xMCG†
COUNT'S FLEET: 1xFFG
DUKE'S FLEET: 1xMCG†, 1xFFG
MARQUIS' FLEET: 1xFFG
OTHER: 3xMonitor, 4xTPod
† These are actually CLGs, a ship type not presently in F&E.

(706) GORN
1st (HOME) FLEET: 1xFTL, 2xFTS, 1xCOM, 1x DDG
2nd (Fed) FLEET: 1xCOM, 1x DDG
6th (Rom) FLEET: 1xCOM, 1x DDG
OTHER: 3xMonitor, 2xTPod

(707) THOLIAN
HOME FLEET: 2xFTS, 2xCMC
OTHER: 2xMonitor, 2xTPod

(708) ORION
Can buy Vikings under usual rules.

(709) HYDRAN
HOME FLEET: 1xFTL, 2xFTS, 1xLNG
EXP FLEET: 1xLNG
1st FLEET: 1xHNG
2nd FLEET: 1xHNG
OTHER: 2xMonitor, 2xTPod

(711) LYRAN
HOME FLEET: 1xFTL, 2xFTS, 1xSAF, 1xDDG
RED CLAW: 1xCWG, 1xDDG
ENEMY's BLOOD: 1xDDG
FAR STARS: 1xDDG
OTHER: 2xMonitor, 3xTPod

751.0 CONVERSIONS

FEDERATION
CVL to COV ....1§
COV to CVL ....1§
CL to CMC 2
DW to CDW 2
NCL to NCT 2
FF to CFF 2

§ Does not reflect cost of fighters when converting to CVL. When converting to COV, the CVL's fighters are recorded and could be used in any later CVL conversion.

KLINGONS
D6 to D6G 3
D5 to D5G 2
F5 to F5G 2

ROMULANS
WB to CE 2
SP to SPG (modular) 3
SK to SKG (modular) 2

KZINTIS
CM to MCG.................................2
FF to FFG 2
DW to DWG 2

GORNS
CL to COM 2
HD to HCD 2
DD to DDG 2
BD to BDG 2
DD to BDG (two step) 3
DDG to BDG 2

THOLIANS
PC to CMC..................................2

ORIONS
BR to VIK 2

HYDRANS
HR to CAT 2
LN to LNG 2
HN to HNG..................................2

LYRANS
CW to CWG 2
DD to DDG..................................2
DD to CWG (two step) 4
DDG to CWG 3

752.0 SPECIFIED BUILD COSTS

10 = Special Attack Force
8 = Monitor
6 = FTL
5 = Prime Team; Monitor SCS pallet (plus cost of fighters and PFs at the "base" rate)
3 = FTS
2 = Monitor Pallet (plus fighters)
1 = Extra Ground Unit (521.81)

754.0 COMMAND RATINGS

8 = CRUISERS
Federation: COV
Klingon D6G

6 = LIGHT & WAR CRUISERS
All Races Monitor
Federation CMC, NCT
Klingon D5G
Romulan SPG
Kzinti MCG
Gorn HCD, COM
Hydran CAT
Lyran CWG

5 = WAR DESTROYERS
Federation CDW
Romulan SKG
Gorn BDG

4 = DESTROYERS
Klingon F5G
Kzinti DWG
Gorn DDG
Hydran LNG
Lyran DDG

3 = FRIGATES
Federation CFF
Romulan CE
Kzinti FFG
Tholian CMC
Orion VIK
Hydran HNG

0 = OTHER
All Races SAF, Prime Team, IGCE, FTS, FTL, Monitor Pallets

(763.0) CONSTRUCTION

Races able to build FRDs, Convoys, Monitors, and SAFs: Fed, Klingon, Romulan, Kzinti, Gorn, Tholian, Hydran, Lyran.

Races NOT able to build FRDs, Convoys, Monitors, and SAFs: LDR, Orion, Andromedan, WYN.

(800.0) NOTES: The design of F&E modules is a unique thing. Rules are written and released for testing independently, and whenever a product is scheduled, we review the rules (including sometimes rules not yet written) and select those for the new product. The original concept for the next product was Advanced Operations, to include the X-ships and casual PFTs as well as the Marine rules found here. This product proved too large, and we decided to "spin off" the Marines rules (combined with Prime Teams and Special Attack Forces) into a separate module. We added Monitors to offset the effect of the "offensive" units on overall play balance. The Marines and SAFs provide a second layer of attack strategies to the game. The Prime Teams provide that special extra something that can turn the tide in critical situations. The Monitors beef up defenses of key points, but provide their own limitations.

FEDERATION UNITS

ORION

FEDERATION

KLINGONS

ROMULAN

GORN

HYDRAN

LYRAN

KZINTI

THOLIAN

GENERIC

ORION / FEDERATION FEDERATION

TEAM	WIA	VIK	0-2
CFF	1-3	CDW	1-3
CMC	2-3 G	NCT	2-4
FTS	0-1 G	FTL	0-2 GG
TEAM	WIA	COV	3-4
TEAM	WIA	2-IND GCE	
SAF	0-3	5-3	MON
MON	5-3	M-PAL	12
MON	5-3	M-PAL	12

GENERIC

RESD	DEF	UNIT	
RESD	DEF	UNIT	
RESD	DEF	UNIT	
2-IND GCE			

KLINGON

F5G	1-3	D6G	0-2
D5G	1-4 G	D5G	2-4
FTS	0-1 G	FTL	0-1 GG
TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	0

THOLIAN

GCE	2-IND	G	0-1
CMC	2	TEAM	WIA
MON	5-3	M-PAL	P6 0
SKG	2-3	SEG	0-2
SPG	3-4 G	CE	1-3
FTS	0-1 G	FTL	0-1 GG
TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	6P 0

ROMULAN

GENERIC

| RESD | DEF | UNIT | |

GORN

COM	3-4 G	HCD	3-4 G
FTS	0-1 G	FTL	0-1 GG
TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	6P 0
BDG	2-3	DDG	2-3

HYDRAN

LNG	1-3	DWG	2-3
CAT	1-4 G	HNG	0-2
FTS	0-1 G	FTL	0-1 GG
TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	6P 0

KZINTI

TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	6P 0

KZINTI

MCG	1-4 G	MCG	1-4 G
FTS	0-1 G	FTL	0-2 GG
DWG	2-3	FFG	0-2

LYRAN

CWG	2-4 G	CWG	2-4 G
FTS	0-1 G	FTL	0-1 GG
TEAM	WIA		
SAF	0-3		
MON	5-3	M-PAL	6P 0
DDG	2-3	DDG	2-3

F&E SECTOR A
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LYRAN FAR STARS

HYDRAN OLD COLONIES

Map region labels: LYRAN, LDR, KLINGON, HYDRAN

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

PHASE RECORD TRACK

1 ECON	2A REPR	2B PROD	3 OPER MOVE	4 RESV MOVE	5 COM-BAT	6 RE-TRO	7 FIELD REPR	8 STRAT MOVE	9 EST MOVE RESV

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%
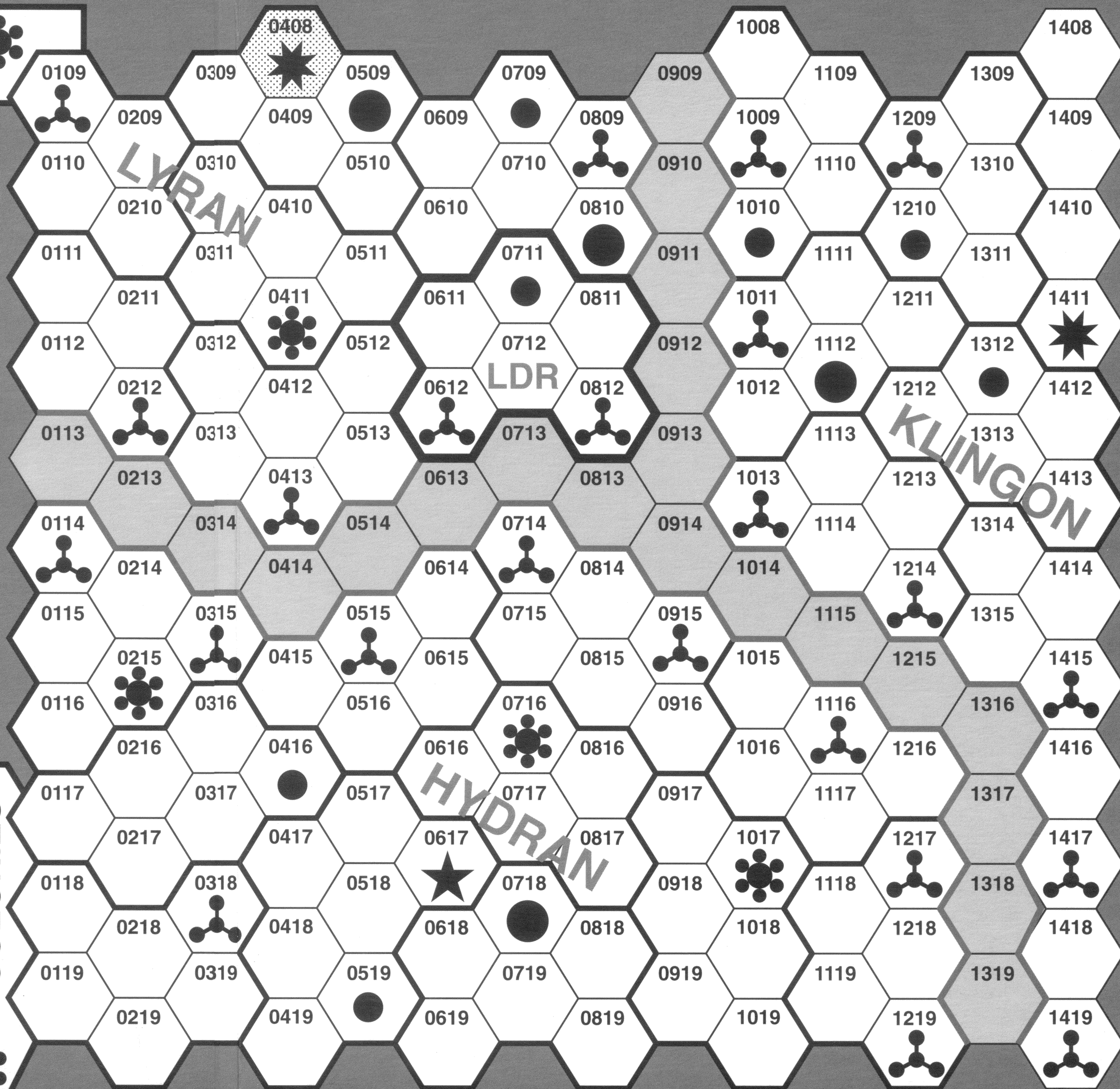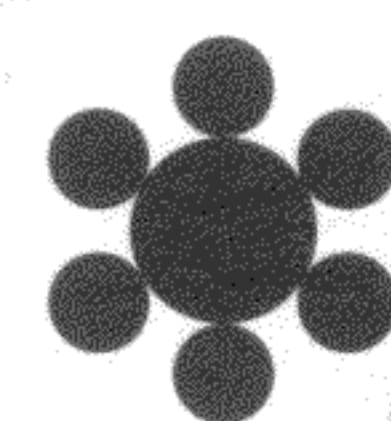
LAND THE MARINES!
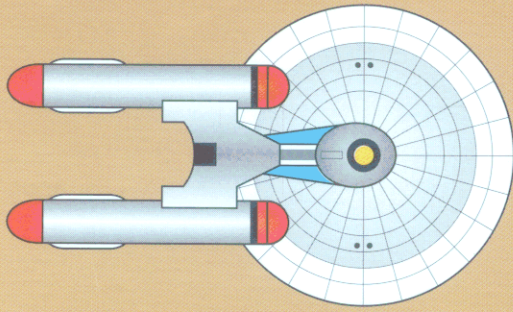
MARINE ASSAULT

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

STAR FLEET UNIVERSE
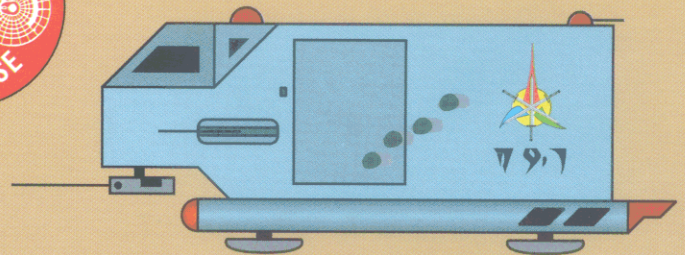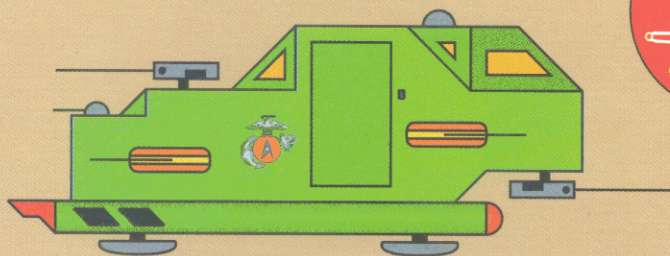
NOTE: This product is an expansion kit for the game system *FEDERATION & EMPIRE*. You must have that game to utilize this material.
CONTENTS: 16-page rulebook with scenarios and dozens of new units. Sector A scenario map
432 Die-Cut Counters including commando ships, ground troops, monitors, & prime teams.
Cover Painting by John Matson.
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