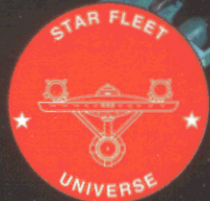




Federation & Empire

ADVANCED OPERATIONS



FEDERATION & EMPIRE ADVANCED OPERATIONS

(108.0) INTRODUCTION

This product has been a long time in coming, but the journey has, we feel, been worth the effort.

The first obstacle was in selecting which of the various F&E expansions to do after Marine Assault. The decision was eventually made that Advanced Operations (with its X-ship rules, casual PF flotillas, and other late-war elements) would be needed before we could publish Civil Wars, ISC War, or AndroWar.

The next obstacle was the collapse of the previous publisher and everything it took for the designers to shed that baggage and launch a new corporation.

The final obstacle was the game system itself. F&E-93 had evolved over the intervening years, and with the development of new tactics and rules interpretations was sorely out of balance and loaded with errata (both published changes and a horde of never-answered questions). With the help of a hard-working staff, we released F&E2K and this brought the game to a better level of balance and a more precise set of game rules. Even this was not enough, however, as the three previous expansions had problems all their own. Again, a hard-working group of staff officers analyzed the problems and resolved them in several Captain's Log features.

Even before F&E2K was conceived as a major revision of the game system, we had begun to assemble the elements of this product from previously-published playtest material and new material. The concept was to portray as many of the "advanced" concepts of space combat as possible.

It should be noted that F&E2K pioneered the concepts of dynamic product development in an on-line forum, concepts that were honed to a fine (and bleeding) edge with this product. As each segment of the rules was brought up to the current level (by processing years of playtest reports), it was evaluated (and argued about) within minutes. Loopholes were closed, contradictions erased, and questions answered in real-time, with playtesters able to obtain guidance on fixing problems within hours. This process had its drawbacks and during the final phase the designer had to restrict new drafts of the rules to the core staff in order to avoid having dozens of reports from non-staffers all saying the same thing, and even more (again, from non-staffers) re-proposing things already found by the playtesters to be unworkable.

The designer had a long list of interesting and special things he wanted to include, and others also had their own lists. Some of these items were included but many more were rejected or deferred to future expansions.

NOTE ON BALANCE

The rules in this module 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. If you and your opponent can agree on which rules exactly balance other rules, you are doing better than the staff could.

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ANNEX (103.3) SYMBOLS ON COUNTERS

In AO, several new "special" symbols are used on some of the counters in addition to the previous ones.

- = A single ship qualified to be a carrier escort.
- ◆ = A single ship qualified to be a scout.
- ⊕ = A ship armed with a maunder (308.4) or some equivalent weapon.
- ▲ = 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, for example, on some Klingon carrier pods and on Romulan WHs.
- = This indicates that the ship is armed with a plasmatic pulsar device. This weapon is used only by the ISC, who will be in a future product.
- # = The number is the number of fighter factors (103.3).
- [#] = A number in square brackets is the number of spare fighter factors (526.31). The unit cannot operate these fighters but can transfer them to other carriers.
- (#) = A number in parenthesis is the number of drone bombardment factors (103.3).
- #H = The H indicates that the number to the left of the H is the number of heavy fighter factors (530.0). Ships with both heavy and standard fighters are shown in this format: 8H6.
- A = Indicates that the ship has a Stasis Field Generator (312.0).
- C = Indicates that the ship is equipped with a cloaking device. This is used for Orion ships.
- F = Ship is a fast ship (525.1).
- G = Each G represents a battalion of ground troops (521.21).
- P = Ship is a tender for PFs (103.3).
- S = Ship is subject to shock (311.2).
- T = Ship is a tug. This is used only for certain special ships which are not designated Tug.
- W = Ship is armed with a web caster (525.74).

NOTES ON *Advanced Operations*

ORGANIZATION AND COMPONENTS

F&E: *Advanced Operations* is a modular expansion of the F&E game system. You will need Federation & Empire (preferably the 2K Edition) to use this material, and will need the other F&E expansions to use it to the fullest extent.

A complete copy of ***Advanced Operations*** includes this rulebook, three copies of countersheet N+O, and one copy of countersheet P+Q.

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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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DEDICATION

Advanced Operations is dedicated to
President Ronald Reagan,
the man who won the Cold War
and changed the world forever.

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(300.0) COMBAT

Several new combat concepts are introduced in Advanced Operations, including Raids, Battle Groups, Admirals, additional Scouts, and special combat rules.

(314.0) MILITARY RAIDS

During wartime, more military operations are going on than the grand fleets slugging it out. Small missions, by a single ship, often have an important impact on the war.

(314.1) THE RAIDING POOL

(314.10) GENERAL: Each race has a "Raiding Pool" containing ships qualified to conduct raids. The Raiding Pool may contain up to two ships (three for the Federation, Romulans, and Klingons; one for the Tholians); see (314.16) for later increase. These ships are held in any convenient area off the map unless used in the Raiding Phase. Races not yet in the game will be defined when they are introduced.

(314.11) ADDING SHIPS: All races begin the game with their Raiding Pools empty. Each turn, during the Production Phase (Step 2B), each race which is at war (including limited war) may assign additional ships to the Raiding Pool within the overall limits of the number of ships in the pool. Ships must be in the capital to be placed into the Raiding Pool. Races in Pre-War phases (including the Klingons on Turn #1) cannot send ships on raids or transfer ships into the Raiding Pool; exception (314.3).

(314.111) Races at limited war can only assign ships from released fleets to the Raiding Pool, and can only conduct raids in areas in which they are authorized to operate. For example, the Federation could not raid the Klingon Eastern Fleet Zone if they were at limited war supporting the Kzintis as this would be too likely to cause the Klingons to declare full-scale war.

(314.112) Partial supply grids cannot have Raiding Pools.

(314.12) REMOVING SHIPS: Each turn, at the end of the Raiding Phase, each race may remove from the Raiding Pool any or all of the ships which were not used on raids during that Phase and may place these in its capital hex. These ships then operate normally as non-raiding ships. Crippled ships may be removed from the Raiding Pool at this time (and only at this time) and placed on any repair facility in the capital grid.

(314.13) WHICH SHIPS CAN RAID? Standard warships, fast warships, and X-warships can be used for raids, with certain exceptions:

(314.131) Ships which **can** be used for raids: Light dreadnoughts, hybrid carriers, captured ships that otherwise qualify, PF tenders, and any ship not listed in (314.132).

Penal ships can be used on raids but would not receive any of their special benefits.

Mercenary ships could be used on raids but if a mercenary ship is in the Raiding Pool and its rent is not paid, it returns to the Orion holding pool.

Federation NVH, GVX, CVH, (and HDWs carrying POGs) count as PFTs for purposes of this rule. (The GVX is an exception to the normal rules prohibiting survey ships.)

(314.132) Ships (and other units) which **cannot** be used for raids: battleships, dreadnoughts, heavy dreadnoughts, survey ships (including commando and carrier variants thereof), battle groups, CVBGs, CVEGs, scouts, SFG ships, monitors, Klingon 77th Division, Kzinti 23rd Division, maulers, ships

subject to shock, tugs (regardless of what pod they carry), light tactical transports (regardless of what pod they carry), adopted ships, police ships, drone bombardment ships, non-ship units, early years ships, admirals, national guard ships, auxiliary ships, ships requiring escorts (e.g., most carriers), crippled ships, ships from unreleased fleets, ships activated on that turn (or not yet activated) from mothball reserves, and ships in expeditionary fleets. If a ship with an admiral is sent to the Raiding Pool, the admiral must transfer to another ship (316.33) before the ship can be assigned to the Raiding Pool.

(314.133) Future rules for Large Scale Raids may create numerous exceptions to these rules.

(314.134) Multi-mission or modular ships (e.g., HDWs) can raid if they are in a configuration that would be allowed to raid within the above limits.

(314.135) There are certain specific exceptions to the above. The Klingon C5A can be used on raids and does not require consorts while on a raid. (It would need consorts in a normal battle.) See (318.74).

(314.14) WARTIME ONLY: Raids can only be conducted against a race with which the raiding race is at war. This includes the turn that war begins with the target race. Raids can be conducted during Limited War but see (314.111), (314.28), and (314.3) for limits on raiding areas.

(314.15) CONVERSIONS: Ships in the Raiding Pool cannot be converted. They can receive replacement fighters and PFs under the normal rules. They can be repaired, using repair facilities in the capital under the normal limits.

(314.16) INCREASED RAIDING POOLS: On Turn 16 (Spring Y176), the Raiding Pools are increased to four ships for most races (six for the Klingons, Romulans, and Federation, and two for the Tholians).

(314.17) PRIME TEAMS: A ship in the Raiding Pool could be assigned a Prime Team (and use it during raids) within the normal rules if this is allowed for the race and ship type. If the ship suffers an attacker retreat or crippled result, the prime team is considered "wounded" (522.5).

(314.18) RAIDS VS SUPPLY: Raids cannot block or unblock supply lines because they are conducted at a point in the Sequence of Play when the supply status of units is not being evaluated.

(314.19) THOLIAN ships on raids are not limited by (503.33).

(314.2) CONDUCTING RAIDS

(314.20) GENERAL: All raids are conducted in the Raiding Phase, which takes place in Step 3A (just before Operational Movement). A race may use some, all, or none of the ships in its Raiding Pool.

(314.21) PROCEDURE: Any ship in the Raiding Pool which is to be used to conduct a raid is placed on the capital and then moved, by free strategic movement, to any Strategic Movement Node (of the owning race; allied nodes cannot be used). This ship is then moved an additional six hexes *ignoring any enemy units*. (Enemy units are ignored only in the final operational movement portion, not during the Strategic Movement portion, which must obey all of the relevant rules.) The hex the ship ends this movement in is thereupon declared to be a Raid Target Hex.

Note that starting the ships at the capital is a means of defining their operating area; the ships are not actually "in" the capital hex and do not automatically appear to defend a capital under attack. They would have to be removed from the Raiding Pool under (314.12). If the capital is captured, the

Raiding Pool is transferred to the new capital.

(314.22) FAST UNIT: X-ships and F-ships can move seven hexes, rather than six, beyond the last SMN.

(314.23) LIMITS: No more than one raiding ship can be sent to any given province. This includes raiding ships from allied races which share the same Raiding Phase. If the Raid Target Hex is a Neutral Zone Hex, no other Neutral Zone hex within three hexes can become a Raid Target hex during the same Raiding Phase. [Example: A raid in hex 4509 would block raids by that race or alliance against Neutral Zone hexes 4209-4809 inclusive.] Raid movement cannot capture provinces or Neutral Zone hexes. Raids cannot enter the territory of future enemies, future allies, or neutral powers; exception (314.3).

(314.24) REACTION TO RAIDS: Once all Raid Target Hexes are designated, the opposing races may (but are not required to) react to these raids.

(314.241) Each raid may be countered by one ship (or full ship-equivalent of fighters or PFs) moving by Reaction Movement (within all normal rules thereof) to the Raid Target Hex. This could include extended reaction (if otherwise possible within the rules). A defending ship in one hex targeted by a raid might be used to react (within the rules) to another nearby raid.

(314.242) A carrier group (or other group) could not react (as it is more than one ship) but might (if allowed by rules) detach an escort (not the carrier) to send to counter the raid or send its fighters/PFs as an independent reaction force. They cannot be required to do this. Single-ship carriers could be used to react; carriers which normally have escorts but currently do not cannot react.

(314.243) If no units are within range to react, or the player decides not to use them for this purpose, the player who owns the Raid Target Hex may [if it is part of his original territory or a long-term (438.1) captured area] temporarily call up one police ship (314.26) to fight the raiding ship. Police ships cannot be called up in captured territory unless it meets the conditions of long-term capture.

(314.244) The raiding ship and reacting ship (or equivalent) combined with any defending units already in the hex then fight one round of single combat. Players must use the advanced small combat rule (318.7) [which, for a single-ship duel, will default back to (310.0)]. A defending unit could decline battle, and the Raid would then be resolved under (314.252).

A: If the raiding ship is crippled or forced to retreat, it must withdraw to the Raiding Pool; there is no pursuit. If it is destroyed, it is treated as destroyed. There is no salvage for destroyed raiding ships.

B: A defender forced to retreat would do so under the normal rules for retreating (ignoring all raiding ships for all purposes). There is no pursuit by the raiding unit. Destroyed defending ships yield salvage points for their owners except under (314.26). Note that slow units (e.g., monitors) could be forced to retreat. This would be done normally (rather than the slow unit retreat rules) since the raiding ship is in no position to pursue them.

C: No raid can ever result in a pursuit battle. Even a "slow" unit would escape as the raider must get out of the area before more defenders appear. No defending ship can be captured by a raider.

(314.245) If the raiding ship is a PFT, it has the option to send its PFs to do the actual fighting. In such case, however, roll one die and if the result is a 1 or 2, one of the defending ships in the hex can engage the PFT without its PFs in single combat. If the PFT is destroyed or forced to retreat, the PFs are destroyed *after* they conduct their assigned attack and

before they conduct a raid. The same procedure is used for a single-ship raiding carrier which sends its fighters to do the actual attack.

(314.246) If the raiding ship has a cloak, any defending units must roll a die to see if they located the cloaked ship. Each ship rolls separately, but when the first ship locates the cloaked raider, no other ship rolls and only the ship which successfully detected the raider engages it. Bases do not roll. If the die roll is a 1-3, the raider has been located and the situation proceeds normally. If the die roll is a 4-6, the cloaked ship has not been located and the raid is considered to be successful. (If the raider is an X-ship, add one to the die roll; if there is a defending scout in the hex or in the case of a defending X-ship, subtract one from the die roll for all hunting ships. These could cancel each other out.) The raiding ship may then disrupt the province (314.27) or use (314.28). Note that only some Orion ships have cloaks, and that some Romulan ships (e.g., police ships) do not.

(314.247) The presence of an Orion pirate raider in a hex that is the target of a military raid has no effect on the raid. The raider and Orion do not fight each other; the raider cannot target the pirate raider even under (314.28). Defending units would fight each raider separately and a given unit might fight both of them.

(314.248) In the case of raid combat, all ships are considered to be in supply.

(314.25) COMBAT: If there are already two or more enemy ships or equivalents in the Raid Target Hex, then ALL of them may (but are not required to) fight the Raiding Ship (318.7). [See (314.246) if the raider is cloaked.] There is no pursuit battle and destroyed raiding ships produce no salvage (destroyed defending ships do if they have a valid supply route to a supply point).

(314.251) The defending race might choose to have one of these units fight a round of single combat under (314.244). He might also declare some of the units to be "with" any base in the hex, meaning that they could not be involved in a battle unless the raider decided to attack the base. For this purpose, "base" could include a convoy, tug acting as a supply point, FRD, PDU, or other units which would normally trigger an approach battle.

(314.252) Note that if a Raiding Ship enters a Raid Target Hex with many enemy ships and none of them agree to fight, the Raiding Ship would have what amounts to a free pass to attack a key weak unit (base, cripple, FRD, convoy) in the hex under (314.28) or to simply declare the province disrupted and the raid over.

(314.253) If the raider elects to attack a PDU, it would first have to fight a single round of normal combat (no pursuit, lost raiders produce no salvage) against all bases, PDUs, and any monitors assigned to that planet. A raider cannot attack or destroy a Residual Defense Unit. (There would be no point as it would reconstitute itself the instant that the raider left.)

(314.254) If the raider decided to attack an FRD, LTF, convoy, or crippled ship, it would first have to fight any base in the hex (as well as any PDUs on a planet at which the base is located) as these vulnerable units would certainly be kept near the base. Note that (314.252) does not provide an exception to this rule. Alternatively, the owner of said unit could decide that it is at another location within the hex. Whatever decision is made (302.212) would be binding for the remainder of the turn unless the unit leaves the hex.

(314.26) POLICE: The temporarily called-up police ship is treated as a generic frigate. (Two generic police ship counters are provided for this purpose. Each has 3 combat factors on one side, which is used for the Federation, Klingons, and Hydrans. The other side has 4 combat factors and is used for the Romulans, Kzintis, Gorns, Lyrans, and ISC.) There is no

EP cost for calling up, repairing, or (if lost in combat) replacing a police ship, nor is there any salvage if one is lost. A race may call up one police ship for each raid if no other ships can react.

(314.27) PROVINCE DISRUPTION: If the raiding ship survives the battle without being crippled or forced to withdraw, the province in question is considered "disrupted" for the Defender's next player-turn (and the Attacker's next Economic Phase). This could mean that the four-turn period for long-term capture (438.1) would have to restart and the invader who captured the province gets no income from it on his next turn.

(314.271) Planets are not affected by raids, except that if a raid destroys the garrison of a captured planet, it reverts to its original owner (508.23).

(314.272) A successfully-raided Neutral Zone hex and all directly adjacent Neutral Zone hexes are disrupted and the player who captured them, while retaining ownership, gets no EPs from them on his next Economic Phase.

(314.273) The raiding ship then returns to the Raiding Pool.

(314.274) The defending ship (if it survived) remains in the raid target hex (or a hex it retreated into) and operates from that point normally. It could later use reaction movement in the Operational Movement Phase of the same turn.

Exception: A police ship from (314.26) returns to police duty and is removed from the map. Reacting fighters and PFs must return to their original base; losses are not replaced until the normal point in the Sequence of Play. Homeless fighters and PFs could use the normal rules to find another home (if one is to be found) or are destroyed.

(314.28) ALTERNATIVE ATTACK: If the raiding ship survives the reaction battle (if there is one) uncrippled and without being forced to retreat, it may (instead of disrupting the province) engage in single combat with any single unit of its choice in the Raid Target Hex, which might include an FRD, warship, SAF, convoy, base, tug serving as a supply point or setting up a mobile base, PDU, auxiliary, or whatever; however, see (314.253-4). In the case of units with specific escorts assigned under (515.0) including carrier groups, the Raiding Ship must fight the entire group as a single unit using (318.7). A raid cannot devastate a planet. This type of attack cannot be conducted in the area of an inactive fleet. Note that slow units (e.g., monitors) could be forced to retreat. This would be done normally since the raiding ship is in no position to pursue them.

(314.29) INACTIVE FLEETS: A raid would not activate an inactive fleet, but any elements of that fleet could react within the above rules to a raid in their deployment zone.

(314.291) Ships of an inactive fleet could react to raids outside of their deployment zone but still inside their race's territory if no other ship could react there. Such ships are not released (600.31) but must remain in the raided hex unless they react to another raid on a future turn.

(314.292) Damaged ships in an inactive fleet could be repaired by the normal means.

(314.293) Raids cannot cause the political events that invasions cause. A Hydran raid could not activate the Federation. A Coalition raid into or through the Marquis's territory could not activate the Federation.

(314.3) PRE-WAR RAIDS

The Romulans conducted a series of "privateer" raids into the Federation during the period before their invasion. These rules reflect this campaign.

(314.31) ASSIGNMENT: The Romulans may assign ships from the Home Fleet to their Raiding Pool starting with Turn #7. No ships of size-class 2 can be assigned until the Romulans are at war. (The Shrike DNL is the only size-class-2 Romulan ship that could be sent on a raid as of the publication of this product.)

(314.32) TARGETS: The Romulans can conduct raids into the Federation (only). They cannot raid Tholian, Gorn, or other territory.

(314.33) LIMIT: The Romulans may use a maximum of three ships per turn for pre-war raids.

(314.34) REPAIRS of damaged ships, if made, would have to be paid for by canceling PWC to raise money.

(314.35) KLINGONS: If the Klingons do not attack the Federation on Turn #7 (triggering Federation Limited War to support the Kzintis) but are still at war with the Kzintis, the Klingons may use the above rules to raid the Federation. As the Klingons are "at war" they do not need to cancel PWC to repair damaged raiders. They may NOT use ships of the East Fleet for these raids.

(315.0) BATTLE GROUPS

When fleets organized for combat, they would include several elements. One might be the "battle line" consisting of the dreadnoughts and heavy cruisers. Another element would usually be the carrier group. The flag element included the flagship and scouts. Special elements might be created which would conduct a particular type of attack (commando, drone bombardment, or mauler).

But the rest of the fleet, what was originally the bulk of the fleet, would be the generic light cruisers, destroyers, and frigates that screened the flanks, closed the gaps, or slipped in at the last second to deliver the *coup de grace* to a stricken target. These ships were generally known as "the battle group" and, while they had many missions and did not comprise a single or integrated unit, they were administratively controlled by the senior regular line officer who did not have some special mission to oversee.

(315.1) FORMATION OF BATTLE GROUPS

Battle groups are formed as part of Battle Forces each combat round. Each Battle Force may, but is not required to, include one Battle Group (it cannot include two or more). There is no counter; the player forming the Battle Group simply places the six ships together and announces them to be the Battle Group within his battle force. Battle Groups could also be formed as part of a Reserve Fleet (507.0). Historically, Battle Groups appeared a decade or so prior to the Four Powers War.

(315.2) COMPONENTS OF BATTLE GROUPS

Each Battle group must consist of exactly six ships.

(315.21) SIZE CLASS 3: No more than three of the ships in a Battle Group can be Size Class 3, and these may be only war cruisers or light cruisers. (See the Ship Information Table, which notes the SFB size class of all ships in F&E. The mark § indicates ships which can be in a battle group.) A Battle Group does not need to include any Size Class 3 units.

(315.22) SIZE CLASS 4: The rest of the ships in the Battle Group (i.e., 3 to 6 ships) must consist of size class 4 ships.

(315.23) PROHIBITED: The following types of units **cannot** be included in a Battle Group: Bases, PDUs, non-ship units, fast ships, true carriers [except Kzinti CVEs, see (315.27)], PF tenders, auxiliaries, convoys, police ships, survey ships, maulers, tugs, LTTs, any ship carrying a tug pod, SFG ships, NCAs, heavy cruisers, battle cruisers, heavy battlecruisers; units of any size class other than 3 or 4; independent fighter or PF units; Romulan War Eagles and all variants thereof, Romulan 3FE; Klingon D6 and all variants thereof; Tholian 3CPC.

(315.24) ALLOWED: The following types of units **can** be included in a Battle Group [assuming that the base hull type is allowed by (315.21)]: regular warships, scouts, commando ships, hybrid ships, drone bombardment ships; Romulan BattleHawks (counts as size 3) and Snipes (which are size class 4). For quick reference, ships which can be in battle groups are marked § in the notes column of the SIT. Players are warned that the SITs are huge and not quite perfect.

(315.241) Carrier escorts which are not escorting anything could be included but would have their attack factors reduced by one point (515.54).

(315.242) A Klingon D5G could normally be in a Battle Group but NOT if carrying a pod.

(315.243) Captured and crippled ships can be included if they fit into one of the above categories.

(315.244) X-ships can be included in Battle Groups only if the entire group consists of X-ships.

(315.25) RACE: The ships of a Battle Group must come from races which are allied with each other, but need not all be from the same race. They could include Orion mercenaries.

(315.26) HDWs (including Lyran JGPs and Hydran LHNs) and Klingon F6s can be in Battle Groups, but count as size-3 war cruisers (for purposes of Battle Groups) even though they are Size Class 4. Such units cannot be included if they are in a configuration (e.g., carrier) prohibited by (315.23).

(315.27) KZINTI CVE: A single Kzinti CVE with one or two escorts can be included in a battle group. It is the only true carrier group with this exception; no other race can do this. The CVE takes up one of the Size-3 slots and the escorts take up slots of the appropriate size. Only one Kzinti CVE can be in a given battle group. Note that this rule is an exception to several others and that no other Kzinti carrier can be substituted for the CVE. If there are no escorts, one missing escort counts against a Battle Group slot. The CVE and its escorts continue to act as a carrier group under those rules.

(315.3) COMMAND SIZE

(315.30) GENERAL: The six ships of a Battle Group count as five ships for purposes of command limits.

(315.31) WAR CRUISERS: If three of the ships are War Cruisers, they can use the War Cruiser Leader rule (303.5). Three Kzinti CLs could use this rule, as could any mix of three Kzinti CLs and CMs. (This reflects that the Kzintis fielded a command version of their CL. Other races do not have such ships in the SFB datafiles at this time and until such ships are published for SFB those races cannot use the leader rule for CLs.)

(315.32) WAR DESTROYERS: If three of the ships in the Battle Group are War Destroyers or other ships which qualify for the leader rule (303.5) they may use it. If two separate groups of three ships qualify for the destroyer leader rule, both sub-groups may use that rule.

(315.33) STATUS: The battle group command status (six ships counting as five) counts for purposes of reserves (507.2) but does not count for purposes of strategic movement (e.g., if all six ships move by strategic movement, all six count against the strategic movement limit).

(315.34) ALLIED COMMAND: The six ships of a battle group count as six individual ships for purposes of deciding allied command under (302.321).

(315.4) BATTLE GROUPS IN COMBAT

The concept of a Battle Group applies only to getting six ships into five command slots. Ships of a Battle Group may be individually targeted by Directed Damage (including by maulers), or may be given up individually to resolve damage. Ships of a Battle Group do not gain the extra point of carrier escorts (308.111). Ships of a Battle Group may be attacked in any order; exception (315.27).

(315.5) OTHER DUTIES

Ships which are part of Battle Groups cannot simultaneously be part of a Carrier Group [exception: (315.27)], or be an escort [(515.0) or (521.372)] for any ship. Ships which are part of a Battle Group could be the consorts for a mauler (308.43), or for a commando ship (521.371), or for a stasis ship (312.61). A commando ship (not otherwise prohibited) and its consorts could be included in a battle group. A ship that is part of a battle group could be the ship designated to receive the formation bonus if no other rule excludes that ship.

(315.6) CARRIER BATTLE GROUPS

Carrier Battle Groups, rule (502.92) in F&E2K, are a separate item not related to Battle Groups. A given ship cannot be in both a Battle Group and a Carrier Battle Group or a Carrier Group (or a CVEG) on a given turn. A given Battle Force might easily include one Battle Group and one Carrier Battle Group, but could not include two of either. See (315.27).

(315.7) BATTLE GROUPS IN PURSUIT

Battle groups cannot increase the size of a pursuit force (which is defined as a maximum of six ships) but could in theory enable such a force to be created if the ship with the highest command rating had a rating of only four points and thus could not command itself and five other ships (but could command a battle group of six ships counting as five). A battle group could be part of the "legal battle force" (302.742-A) formed to pursue both slow units and retreating crippled units. A battle group included in a pursued battle force (307.21) could not increase it in size but, if there is a command rating deficit, could allow an additional ship to participate in the battle.

DESIGNER'S NOTES: A considerable amount of historical data went into the list of what can and cannot be included in a battle group, as well as some exceptions noting that size-4 ships count against size-3 components of a battle group. In most cases (e.g., the Romulan BH) this was partly a factor of historical data showing how the ships were used by their owners, and partly a matter that counting certain ships as the smaller size would turn obsolete or third-choice ships into prime battle group fodder if BGs could be composed of six such ships. In the case of the Kzinti CVE, a special exception was made to help balance the effect of the rule (which was uniquely onerous for the Kzintis); note that no other carrier can be substituted for the CVE.

(316.0) ADMIRALS AND COMBAT LEADERSHIP

(316.1) ASSIGNMENT OF ADMIRALS

Each race has a number of ADM counters which represent Admirals and their bloated staffs, lackeys, and hangers-on.

(316.11) GENERAL: Each race has a number of admiral counters as defined below. Admirals have the effect of increasing the command rating of their battle force (316.21).

(316.12) ASSIGNMENT: Each race is assigned a specific number of Admiral counters.

(316.121) The Federation and Klingons may have six admirals on the board at any given time.

(316.122) The Lyrans, Kzintis, Hydrans, and Gorns may have three admirals on the board at any given time.

(316.123) The Tholians, Orions, and Seltorians do not use Admiral counters. The Neo-Tholian 312th Squadron has one counter. The Neo-Tholian admiral can be used with any Tholian ships.

(316.124) The Romulans may have four admirals on the board at any given time.

(316.13) DEPLOYMENT of admirals is done as follows:

Federation: Home, 3rd, 4th, 5th, 6th, and 7th Fleets.

Klingon: Northern, Eastern, Western, Home, Southern Reserve, Northern Reserve.

Romulan: North, West, Home(2).

Kzinti: Duke, Count, Home.

Gorn: 1st, 2nd, 6th.

Tholian: One admiral arrives with 312th Squadron.

Hydran: 1st, 2nd, Expeditionary Fleet.

Lyrans: Red Claw, Enemy's Blood, Home Fleet.

(316.14) SHIPS: Admirals must always be assigned to the best available ships which meet the requirements of this rule, based on command ratings. If two or more qualifying ships have the same command rating, the player may select either of them. If an admiral's ship is assigned to a battle force (and the flagship rules may require this to be done), the admiral must go along with the ship and his abilities will be used in the upcoming battle.

NOTE: Most of rule (316.14) is not needed if (316.22) is not used. It would be sufficient to require admirals to be kept on ships with CR8 or more and not allow them to function on the ships listed in (316.146).

(316.141) When deploying admirals in the initial set up, they are assigned to the ship in the designated fleet with the highest command rating. If a superior ship is added to the inactive fleet in PWC, the admiral automatically transfers to it (even if not in the same hex).

(316.142) Replacement admirals are deployed as per (316.32).

(316.143) No ship can be assigned more than one admiral, except in the case of an admiral surviving a destroyed ship. In that case, only one admiral will function (the lowest rated one if the effectiveness rules are in use).

(316.144) An admiral can be transferred to any qualified uncrippled ship in the same battle force with the same command rating (and MUST be transferred to any uncrippled ship in the same battle force with a higher command rating) during the battle force selection step of any combat round.

A: An admiral who was on a ship that is destroyed or crippled may be transferred at the end of the Battle Round to any other ship in the same battle hex, but it must be the highest command rated ship of his own race. If there are no ships of his race, he can temporarily take refuge with an ally

(316.145). If all other ships in the battle force are destroyed, the admiral is considered killed. (Ships providing drone bombardment or sending fighters and/or PFs forward are not part of the battle force and the admiral cannot transfer to them. An Admiral cannot transfer to an independent fighter or PF group.)

B: Admirals may also be transferred between ships in the same hex at the end of the owning player's turn, but only to the uncrippled ship with the highest command rating of the same race in that hex which does not have an admiral.

C: Once each turn, a player may move one admiral (without his ship) to another equal or larger ship (not a base) by strategic movement. This is done during the Strategic Movement Phase and counts as moving a ship (even though no ship is moved). This can be done even if the Admiral in question moved by other means in the same turn. [Of course, the player could send an admiral to another theater by simply sending the ship there by any type of movement.] This movement must comply with (204.0), e.g., it must begin and end on a Strategic Movement Node, but (in an exception) the admiral might have been on a ship which moved by some other means in the current turn.

D: An admiral can be transferred from a ship to a base in the same hex only if the ship he was on was destroyed and there are no other ships in the same hex. He must transfer to a ship (within the rules) before the Combat procedure is completed for that Battle Hex, or he must move by C above to a node where a ship is available.

(316.145) Admirals may only be deployed on ships of the owning race. They can only be transferred to ships of an allied race (or a mercenary Orion controlled by the Admiral's race) if no ships of the owning race are available for an involuntary combat survival transfer. When an admiral is transferred off of an Orion mercenary ship, the admiral's race must pay the Orions 1 EP.

(316.146) Admirals will not function on certain types of ships (beyond those noted above), and cannot be transferred to these ships if another qualified ship is available. An admiral transferred to a non-qualified ship would be treated as a survivor and would not function; he must be transferred to a qualified ship at the earliest opportunity. Disqualified ships include:

- Foreign or allied ships; exception, see (316.228).
- Crippled ships
- Maulers
- Penal ships
- Police ships
- Ships in the Raiding Pool
- Stasis field generator cruisers (DNs and BBs are ok)
- Auxiliaries
- Convoys
- FRDs
- Monitors (regardless of the type of pallet)
- Tugs and LTTs (regardless of the type of pod)
- Pods of all types.

(316.2) EFFECT OF ADMIRALS

Admirals have two effects, one of which is a standard rule and one of which is an optional rule.

(316.21) COMMAND: The presence of an admiral (even an incompetent one) increases the maximum size of the battle force by one ship (even if the Admiral is not on the nominal flagship).

(316.211) This is in addition to any command points purchased or used from pre-war stockpiles, but the maximum increase by admirals and command points combined is two for a given battle force. If a player allocated the maximum command points to a Battle Hex, and some battle rounds also included an Admiral, the Admiral would not further increase

the Battle Force due to the limit on combined Admirals and Command Points. Free Command points (308.91) are not received if the Admiral rule is used but command points may still be purchased and pre-war stockpiles remain in use.

(316.212) This command rating increase is not reflected in raids or reactions to them (314.0) as those rules are based on the number of ships, not the command rating.

(316.213) In the case of pursuit (307.21), an admiral could not increase the number of ships in the pursuit force beyond six (but would, for this case only, increase the command rating of the pursuit flagship by one). An admiral would increase the number of ships in a slow unit pursuit force (302.742A).

An admiral in the pursued force would increase the command rating of his ship and might (307.31) allow an additional ship to be included (up to the maximum force).

The (316.22) combat bonus (or penalty) of an admiral used in a pursuit or pursued force would have its normal effect. If there were slow units in the retreating force, and two admirals in the pursuit force, one admiral could provide his die roll modifier (316.22) to the regular pursuit force while the other provided his die roll modifier and his command modifier to the slow unit battle (302.742B).

(316.214) Admirals cannot be used to increase the size of a reserve fleet (507.2). Admirals can be used to activate a Swarm (514.0).

(316.215) Only one admiral can affect any given Battle Force, although several admirals could be in the battle hex and each of them could affect a battle force on different combat rounds.

In the case of a capital or multi-system battle, admirals in the battle hex could be assigned to various battle forces, and it would be possible for admirals to affect a battle force in each system (one per system) in the hex during the same combat round. No battle force can benefit from more than one admiral and no battle force could be increased by more than two ships including the one effective admiral and the command points from (308.94). (Other means of increasing a battle force, e.g., a free scout or a battle group, can also be used of course.) Example: Kzintis attacking the Klingon capital spend two command points, giving the effect of one command point per system. Kzintis send battle forces into all four Klingon capital systems, and include an admiral with three of these forces. In those three system battles, the Kzintis would get two extra ships, while in the fourth battle they would get only one.

(316.22) EFFECTIVENESS (Optional rule)

(316.221) TYPES OF ADMIRALS include:

- Legendary Admirals (the best of their generation)..... +1
- Standard Admirals (typical of the breed) 0
- Incompetent Admirals (promoted too far)..... -1

LEGENDARY		STANDARD		INCOMPETENT	
ADM	ADM	ADM	ADM	ADM	ADM
★	+1	★	0	★	-1

(316.222) Admirals are always deployed initially with their effectiveness rating hidden (even from the owning player); this rating is not revealed until the first time that admiral participates in combat (i.e., the first die roll for combat). Thereafter the admiral counter is retained with its effectiveness rating up. When setting up a race's forces, take all of the admiral counters, place them face down (i.e., with the effectiveness rating hidden), and shuffle them. Then select the number of counters allowed to be on the board and assign them (within the fleets designated below) to ships as provided in (316.14). The unused counters are then set aside and are not examined; they form the unused admirals pool and reflect admirals assigned to staff positions.

A: The Federation and Klingons are assigned nine counters (three legendary, three standard, three incompetent), but will only have six admirals on the map at any given time.

B: The Lyrans, Kzintis, Hydrans, Romulans, Gorns, and ISC are assigned six admiral counters (two legendary, two standard, two incompetent), but will only have three admirals on the map at any given time (four for the Romulans).

C: The Tholians, Orions, and Seltorians do not use Admiral counters. The Neo-Tholian 312th Squadron has three admiral counters: one Legendary, one standard, and one incompetent, but will only have one admiral on the map at any given time.

(316.223) This effectiveness rating is added to the Battle Intensity Rating for his own battle force (not the enemy) in any battle in which the admiral participates (even if his ship is not the flagship). This is combined with the result of variable battle intensity. If BIR is already at 10 due to a variable roll, a +1 admiral produces a positive die roll modifier of 1. Similarly, if the BIR is zero (due to variable rolls), a -1 rating becomes a negative die roll shift of 1.

(316.224) If a given battle force includes two or more admirals, the one with the lowest rating is assumed to be in command and the others are ignored. If two or more Admirals are sent to the capital to take command of a new ship at the same time, the lowest-rated admiral must be given a ship first, and must be given the highest command rating ship available (if two or more are tied, the one with the highest attack factor). If a given battle force has two or more unknown admirals, the owning player may select one of them to command; this admiral alone will be revealed. If a given battle force has both known and unknown admirals, one of the unknown admirals must be selected to command the force; he is revealed when the die is rolled.

(316.225) To have this effect, an admiral must be on a ship which is part of the Battle Force. Ships which are providing drone bombardment or sending fighters or PFs to the Battle Force are not part of that Force, and an admiral on such a ship would not provide a die roll modifier.

(316.226) In the case of any rule which requires a player to pick a certain battle intensity rating in order to use a certain unit, this is judged prior to the effect of any admirals.

(316.227) No ship can be assigned more than one admiral, except in the case of an admiral surviving a destroyed ship. In that case, the lowest rated admiral will take precedence and the other will be ignored. Either of the two admirals may be transferred to another ship by the transfer rules below.

(316.228) Legendary and Standard Admirals will not function on ships of another race, but Incompetent Admirals will function (316.2) on ships of another race and must be included in any battle force, and hence should be returned to the original owner as quickly as possible. A player may not decline to accept the return of an admiral or refuse to pay the Orions (316.145).

(316.229) At the start of each Player Turn, the active player must roll one die for each of his admirals. If the result is "6" (there are no modifiers to this die roll), the Admiral has removed from command (retired, fired, assassinated, suffered medical problems, mutiny, or whatever) and must be replaced as per (316.32).

(316.3) REPLACEMENT OF ADMIRALS

(316.31) CASUALTIES: Admirals cannot be killed in combat unless all ships in their battle force are destroyed.

(316.311) If the admiral's ship is captured, roll one die. If the result is 2, 3, 4, 5, or 6, the admiral has been killed or captured. The counter is returned to the unused admirals pool. If the result is 1, the admiral must be transferred to another ship.

(316.312) If a Klingon SFG ship is captured, and a Klingon admiral of the same race was in command of the battle force, that admiral is immediately executed; his counter is removed from play and returned to the unused admirals pool.

(316.32) REPLACEMENT: Whenever an admiral is killed, retired, or captured, the owning player is entitled to a replacement in the Production Phase of his next turn. The replacement Admiral will be placed in the Capital hex; he will, under the rules, take command of the best available ship which is present there. If no ship of Command Rating 9 or 10 is there, the Admiral will take command of the highest command-rated ship present, produced, converted, or repaired in the capital hex on the owning player's next turn. Alternatively, the player could move the admiral by free strategic movement to any of his dreadnoughts which do not have an admiral.

(316.321) Under the basic rule, the admiral is simply replaced with the same admiral counter.

(316.322) Under the optional rule for Admiral Effectiveness, a more complex procedure is required. During the owning player's next Production Phase, take the unused admiral counters, add any admirals killed (or otherwise taken out of play) since the last Production Phase, shuffle them (face down), and select the appropriate number of replacements (leaving three unused counters in the pool; two in the case of the Tholians and Romulans). These are then deployed as per (316.14).

(316.33) TRANSFER: During the Production phase, any admiral may be removed from the map and redeployed during the following turn's Production Phase using the restrictions of (316.144C). [This allows strategic redeployment of the admiral and staff. Incompetent admirals may not be transferred in this way.] See also (314.132) which could force the transfer of an admiral, but such a transfer must be made by legal means.

(316.34) RETIREMENT: It is not necessary to keep track of an admiral's age or mandatory retirement date. Some relatively old men (e.g., Patton, MacArthur, Lee, Scott, Blucher) have served as active and bold leaders throughout history. Given the odds of retirement (316.229), it is not statistically likely for a given admiral to survive the 18 years of the General War, but even if one of your admirals survives the entire war, that would not be historically impossible. Prussian Marshal Blucher survived the entire Napoleonic Wars and fought at Waterloo, which lasted about as long as the General War.

(317.0) ADDITIONAL SCOUTS AND ADVANCED ELECTRONIC WARFARE

Advanced Operations includes many new scout ships (and new types of scout ships) and other EW rules.

(317.1) AUXILIARY SCOUTS

Any race can build auxiliary scouts, starting on Turn #1. These count against the production limit (but not the overall limit) of auxiliary carriers of the corresponding sizes. They do not count against the production limit of scouts (432.41).

(317.2) EW FOR PLANETARY DEFENSES

Each battalion (PDU or PGB) produces one electronic warfare point, but the maximum EW that can be produced by all of the battalions on a given planet is four EW points. This EW does not allow a PDU to support extended reaction (205.3).

(317.3) FEDERATION E3A HEAVY SWAC

The Federation began operating a heavier version of the SWAC shuttle, the E3A, in Y178 (Turn 20). The designations E3 and E3A are interchangeable; the counter says E3.

(317.31) OPERATIONS: The differences are as follows:

E3As take six damage points to destroy by directed damage.

E3As replace a maximum of one E2C on any given carrier.

Light or escort carriers (and NCL-based carriers) cannot use E3As. (Any Fed ship could carry one as cargo; but only CVS and larger carriers can use one. BCV and BCS ships can carry one SWAC of either type.)

E3As produce two EW points rather than only one.

If an E3A goes wild, reduce the battle intensity by 0, 0, 2, 3, 3, and 3 points (518.43) respectively.

(317.32) PRODUCTION for the E2C is one for free and one for 3 points per turn. One E3A can be built each turn (for 4 EPs) replacing the second E2C; no E3As are received for free. There is no way to convert an E2C into an E3A.

(317.4) ADDITIONAL SCOUTS

Several additional scout units are provided in Advanced Operations. Some notes are given here regarding these.

Hydran Pegasus: These scouts were used for traffic and customs control and technically belonged to the Hydran police. They were large, lightly armed, and not intended for combat. When the General War began, the Hydrans found themselves at a serious EW disadvantage and pressed these ships into combat service until better scouts could become available. The last of these ships (long since sent back to "civilian" duties) were later converted into some of the first Hydran PFTs. The Hydrans have four of these ships in the off-map area, three of which can be brought onto the map (one per turn) starting with Turn #1 or any later turn at the Hydran player's option. The fourth PGS cannot be brought onto the map until it is converted into a PFT. The Hydrans can build more PGS ships at their option, see (709.1).

Romulan KRS: One can be converted from a KR. No more than one can be in service at any given time.

Hydran DDS: Crippled destroyers were hastily converted into scouts during the darkest days of the General War. These ships are covered by special production rules in (525.323).

Heavy War Destroyers (525.2) can function in a scout role if properly modified.

Auxiliary PFTs (526.4) have scout capabilities.

Auxiliary drone ships (526.5) have scout capabilities.

X-Scouts: Crippled X-scouts retain their scout capabilities but if crippled they have only one EW point.

(317.5) SCOUT PODS FOR TUGS

Before the General War, the Alliance races assumed that scouts would be used primarily for strategic command purposes, i.e., to track enemy movement, and to facilitate reaction movement and interceptions. (The Klingons and Lyrans believed that Scouts would be used tactically to jam enemy sensors and perform other missions; they were right.) Many races had built "scout pods" for their tugs, assuming that these platforms would never go into actual combat and hence were adequate for tracking uses. (Of course, all races were short-sighted in building only enough tugs for peacetime duties and not realizing just how many wartime duties they would be needed for). (Chuck Strong)

Carrying a scout pod is Tug Mission "S".

(317.51) TYPES OF SCOUT PODS

Federation: Have one scout pod in storage at start of game; can build more (no more than three in service at any given time). Counts as one pod on Tug or LTT. Has four EW points (3 on an LTT due to power limits, 2 EW if carried by a tug in addition to another pod). A Fed tug cannot use EW from more than one pod.

Klingon: None; they used drone bombardment pods.

Romulan: None; they had no tugs of the classical type.

Kzinti: Have two scout pods at start; can build up to two more (no more than four in service at any given time). Each pod has 2 EW points. A tug can carry one or two; an LTT can carry one.

Gorn: Have one scout pod in storage at start of game; can build one more (no more than two in service at any given time). Counts as one pod on Tug or LTT. Has four EW points (3 on an LTT due to power limits, 2 EW if carried by a standard tug in addition to another pod). Tugs cannot use EW from more than one pod.

Tholian: None; they had no tugs of the classical type.

Orion: None; they had no tugs of the classical type.

Hydran: Have one scout pallet in storage at start of game; can build one more (no more than two in service at any given time). Counts as one pod on Tug or LTT. EW = 4; has only 3 EW on LTT due to power limits.

Lyran: Have one scout pallet at start; no more than one in service at any time. Pallet has 4 EW points. A tug can carry one; an LTT cannot carry one.

Lyran can build two smaller scout K-pods for their LTTs;

A tug can carry one or two; an LTT can carry one.

Two pods can combine their EW on the same tug.

Klingon tugs and LTTs cannot use Lyran scout pods.

(317.52) POD RULES: Scout pods use the existing rules for tug pods in all other regards. No scout pod adds attack or defense factors to its tug; all add EW factors as noted above. Scout pods on crippled tugs or LTTs produce no EW. Scout pods add one to the command rating of the tug or LTT carrying them but no tug can be increased to a command rating more than ten.

(317.53) INFLEXIBILITY: Each EW point produced by the pod/pallet reduces the attack factor of the tug/LTT by two points. The tug's attack factor cannot be less than two (unless it is less than two without using EW). Note that pods (on an uncrippled tug) always produce their standard EW points; they cannot be "dialed" down to save attack factors. This does not affect Klingon drone pods which have an EW capability but are handled separately.

(318.0) ADVANCED COMBAT RULES

(318.1) KZINTI FAST DRONE BONUS

The Kzintis used more special drones than any other race, and their ships carried more drone racks than those of any other race. With the advent of fast drones in Y180, the Kzintis gained increased combat power beyond that which would normally be covered by the general refits applied to all ships over the period of the General War. This rule reflects this improvement.

(318.11) QUALIFICATION: If a battle force (including drone bombardment ships) consists of 75% Kzinti ships or ship equivalents, and the battle is in Turn 24 or later, then that force receives a +1 bonus on its combat die roll.

(318.12) MERCENARIES: Up to two Orion mercenary ships of size-class-3 can be counted as Kzinti ships in making the above calculation. (Size-class-4 Orions cannot be used for this as none of them have enough drone racks or storage.)

(318.13) BOMBARDMENT: The use of fast drones made drone bombardment more effective. Kzinti, Klingon, and Federation drone bombardment ships are increased by 50% on Turn 24 (Y180) and later turns. For most ships, this would mean four drone bombardment factors are treated as six drone bombardment factors. The owners still pay, however, the cost for the printed number of drone bombardment factors for using that ship. The limit (309.2) on the total number of bombardment factors is changed (for all races) to three platforms (i.e., three drone bombardment ships) rather than a set number of factors. A tug with two pods counts as one platform. This bonus does not count for regular combat, only for bombardment.

(318.2) KZINTI PRE-WAR DRONE STOCKPILE

The Kzintis had assembled a larger stockpile of bombardment drones prior to the General War, although they had no idea that this "massive" cache would be a mere pittance when compared to wartime usage rates. To reflect this stockpile, the Kzintis do not pay for their first 48 points of drone bombardment during the General War. In a free campaign, the Kzintis accumulate 8 points of drone bombardment free each turn they are at peace (up to 48).

(318.3) FEDERATION REACTION (Optional)

In the event that two Alliance capitals (Hydran, Gorn, Kzinti, but not Tholian even if they join the Alliance) are captured by the Coalition and held for one simultaneous year, the Federation reacts by the following special rules and immediately subtracts 20 victory points from its total. Obviously, this rule is not used in non-historical games.

(318.31) BATTLESHIPS: The Federation may begin producing battleships in an exception to (436.4). The first such ship is produced by direct production using rule (436.26) at a cost of 36 points, but subsequent ships must be produced by the normal rules on battleship production. (Philippe le Bas)

(318.32) MOTHBALLS: The Federation may activate triple the number of mothball reserve ships (702.2) for one turn only.

(318.33) DEFICIT SPENDING The Federation can spend 20 EPs as deficit spending beyond the normal limits (430.6), paying this back at 5 EPs per turn. This can be used once; it is used during any Production Phase within five game turns of the qualifying condition. (Brian R Goudie)

(318.34) NATIONAL GUARD: Mobilization of the National Guard allows up to three additional CVBs to be built without the surcharge, but each CVB uses one of the three National Guard fighter squadrons based on planets (502.95). Note that F15s do not become available until Y172 so these additional CVBs cannot be built before that time. (Jeff Laikind)

(318.35) CVLs: The Federation may bring a fourth and fifth CVL onto the map from survey duty. (This will, of course, reduce the amount of surveying that the Federation can conduct.)

(318.4) LATE-WAR COMBAT FORMATIONS

The arrival of PFs made combat far more deadly as ship losses escalated astronomically. Various fleets responded to this with several steps defined by this rule.

(318.41) DATE: The date that races adopted these Late-War Combat Formations (described below) varied as follows:

Spring Y179 (Turn #22): Kzinti, Hydran

Fall Y179 (Turn #23): Federation, Tholian

Spring Y180 (Turn #24): Klingon, Lyran

Fall Y180 (Turn #25): Romulan, Gorn

This ability begins at the start of the overall (calendar) turn, not the player turn, so for example, the Kzintis could use these formations during the Coalition half of Turn #22.

(318.42) FLAGSHIP ESCORT GROUPS: One reaction was to provide more protection for fleet flagships by assigning ships to protect them from PFs and other attacks. Escorts may be assigned to flagships as of the date in (318.41), resulting in "Flagship Escort Groups" (FEGs) similar to carrier groups (515.43). These use the carrier group rules (including CEDS damage procedure, not retrograde, repair, or replacement) with the following exceptions:

(318.421) All escorts are treated as *ad hoc* escorts (515.34) and do not gain the extra defense factors of (308.11) even if the assigned escorts are qualified "carrier escorts". Unlike *ad hoc* escorts used in that rule, each FEG escort (even if a "carrier escort") loses two attack factors. Such groups must be formed before any combat in the hex. Escorts can be dropped (not added) between rounds and before pursuit, and "missing" escorts do not count against command limits.

(318.422) No special functions of the escorts will function, including true carrier fighters, PFs, scout, or anything covered by (515.33). Hybrid fighters will continue to function. A ship in an FEG cannot use a mauler, SFG, or any mauler-like system or conduct a Marine attack.

(318.423) A Flagship in an FEG could not use the formation bonus position, but some other unrelated ship (also not in the FEG) in the same Battle Force could.

(318.424) A dreadnought, heavy dreadnought, or battleship may have up to three escorts, of which one must be size-class 4 and the others can be size class 3 or 4. (If there is only one escort, it can be SC3.)

A BCH or DNL can have two escorts, of which one must be size class 4 and the other could be size class 3 or 4.

Any other ship with a command rating of 9 or higher could have one escort which could be size class 3 or 4.

(318.425) True carriers already eligible for carrier escorts cannot use the flagship formation system but would have to use the regular carrier group system (515.0). Battleships (other than carrier variants) are in many cases true carriers but can use either this rule or the carrier group system.

(318.426) Flagship Escort Groups cannot use the repair, conversion, or replacement aspects of the CEDS system.

(318.427) No Battle Force can include more than one FEG.

(318.428) FEGs are not used in small-scale combat (318.7).

(318.429) An X-ship serving as the flagship could be formed into an FEG, but only X-ships could serve as its escorts. X-ships in an FEG cannot use their mauler ability (523.31).

Inspired by Oliver Dewey Upshaw III

(318.43) EXPANDED CARRIER GROUPS: All races can operate Expanded Carrier Groups (CVEGs) as of the date specified in (318.41).

(318.431) A CVEG consists of one legal carrier group along with one additional light or escort carrier and one additional light (SC4) escort. The limit of three complete ship equivalents of fighters and PFs combined in a Battle Force remains. All ships in a CVEG must be of the same race.

(318.432) For purposes of CEDs, the CVEG consists of the original carrier as the innermost ship, the attached light carrier, and then the escorts arranged from the largest (inner) to the smallest (outer) as per (308.114). Unlike the later Federation CVBG, the CVEG counts as the number of ships it contains, not as one fewer ships. A given battle force can only include one CVEG or CVBG (not one of each). Lost escorts still count against the command limits.

(318.433) CVEGs are formed when all carrier groups are formed (in a battle hex, before any battle forces are selected) and remain intact throughout the remainder of the combat rounds. See (308.122) to reorganize for pursuit; a CVEG could be reorganized into a carrier group with a single carrier as part of that process.

(318.434) A tug (with a carrier pod) with four or fewer fighters (when at full strength) could be included in a CVEG as the primary carrier (not the escort carrier), but not if it also had a battle pod, scout pod, or troop pod, or any other kind of pod.

(318.435) The following can never be part of a CVEG: Battleships (except for BBV and BBS variants), PFTs (except SCs or BCs), LTFs, auxiliaries, or convoys.—*Trent Telenko*.

(318.44) COMMANDO GROUPS: All races can use size-class-4 commando ships as consorts (521.371) or escorts (521.372) for size-class-3 or size-class-2 commando ships (including tugs or LTTs with troop pods) as of the date provided in (318.41). The size-class-4 commando ship does not lose the effect of its own ground combat force. HDW-Gs are size-class 3 for purposes of this rule. Auxiliary ships cannot be used as consorts or escorts. (Eric Stork)

(318.5) THOLIAN REACTION

If two of the Alliance Capitals (Federation, Gorn, Hydran, Kzinti) are captured by the Coalition, and the Tholians have not yet joined the Alliance, the Tholians react to the increased possibility of attack by increasing their economy to Limited War (75%) status. Their shipbuilding schedule is released and the Tholian player may build ships normally although the Tholians are not at war. The Tholians may remain at this level indefinitely as long as the Klingons are at war; this is an exception to (652.22). This rule is not used in non-historical games.

(318.6) THOLIAN WEB SNARES

With access to webcaster technology due to the arrival of the Neo-Tholians (525.7), the Tholians were able to refit their fleet with the defensive web snare. This provided some protection from various weapons. To reflect this, the number of damage points required to cripple any size-class-3 Tholian (not including Neo-Tholian) ship is increased by one point starting in Y183.

(318.7) ADVANCED SMALL-SCALE COMBAT

In situations involving a small number of units, players must use the following systems as applicable:

(318.71) SINGLE SHIP: If there is one ship on each side, you must use (310.0).

(318.72) SMALL FORCE: If one or both sides have more than one ship, but if both have no more than 3 ships or equivalents and no more than 14 attack factors, you must use (310.0) with the following modifications:

(318.721) Combine the units on each side into a single unbreakable group with one combined attack factor.

(318.722) A result of crippled or destroyed is applied to the entire group. This destroys half of the PFs and reduces the fighters to whatever the crippled ships hold.

(318.723) In the case of a group consisting entirely of fighters and/or PFs, a result of destruction destroys 2/3 of the fighter/PF factors (round any fractions up when calculating losses), and a result of crippled destroys 1/3 of the fighter/PF factors (round any fractions down when calculating losses). (Jeff Laikind)

(318.73) LARGER FORCE: In the event that the size of forces involved exceeds the limits of (318.72), you must use the normal combat rules.

(318.731) In the case of raid combat (314.28), the combat must be continued for multiple rounds (accumulating plus/minus points if necessary) until one side is destroyed or voluntarily retreats. This is an exception to the raid rules (314.244B) and (314.28) which normally provide only one round of combat.

(318.74) MODIFIERS: In the event of combat under (317.71) or (317.72), the following die roll modifiers and special conditions are in effect:

In the event of a fighting retreat (302.77), the retreating ship has a -1 die roll penalty.

If one side has (or is) a scout or X-scout, the other ship/side has a -1 die roll penalty to reflect self-defense jamming. Scouts on both sides cancel each other out unless one is an X-scout and the other is not, in which case the X-scout causes a -1 penalty for the enemy.

An X-ship receives a +1 die roll bonus. If there are X-ships on each side, they cancel each other out.

If a mauler does not have consorts, it has its attack factor halved (308.43) and this lower attack factor may well force a die-roll modifier in (310.0). If a mauler has the two required consorts, it gets a +1 bonus.

If an SFG ship does not have consorts, use rule (312.45) and resolve the action by that rule. If an SFG ship has the two required consorts in a (318.72) battle, then resolve the SFG interaction by (312.222) target selections and die rolls. For each frozen ship, give the SFG player a +2 die roll modifier. If the SFG ship suffers a "disaster" then the enemy player gets a +2 die roll bonus.

Admirals have no effect. Prime teams produce a +1 die roll bonus.

Both players must mutually agree to use the alternative system in the note at (310.2).

Units which can conduct slow retreats do so if the die result requires them to retreat. If a unit cannot retreat, the other ship can decide to fight another round of combat or retreat itself.

(318.8) OVERSIZED FIGHTER SQUADRONS

Certain carriers had unusually large fighter squadrons. These count as a single squadron (and as a single ship equivalent), but a given Battle Force can only have one "oversized fighter squadron". Ships involved include the following:

Tholian CVA: All fighters count as one oversized squadron.

Hydran IC: Count six factors as one standard squadron and all other fighter factors as the "oversized" squadron.

Hydran CVM: All fighters count as one oversized squadron. (Note: Correct AF for this carrier is 2, not 5.)

Hydran UH: All fighters count as one oversized squadron.

Hydran CV: All fighters count as one oversized squadron.

Area Control Ships count their fighters as two squadrons.

Space Control Ships count as two "attrition units", one of fighters and one of PFs.

Interdiction Carriers and Patrol carriers from EcoWar (see SFB Module J2 and Captain's Log #25) count their fighters as a single oversized squadron. Romulan SPBs do not use this rule.

(318.81) FEDERATION: Certain Federation carriers (e.g., CVB, CVA, etc.) and carriers with "heavy fighters" have stronger than usual fighter squadrons, but as these include the correct number of fighters, they are not included in this rule.

(318.82) VOLUNTARY: A Player could voluntarily decide not to take advantage of this rule and count oversized fighter squadrons as two (or more in the case of the IC) squadrons and ship equivalents. This can be done for pinning purposes during the Movement Phase and then changed to the oversized single squadron for the Combat Phase.

(318.83) INDEPENDENT STRIKES: In the event a carrier listed above sends it fighters to the battle force while remaining in the support echelon, the fighters must be divided into standard squadrons of six factors each and would count against the squadron limit. Oversized squadrons cannot be used as independent squadrons.

(400.0) ECONOMICS

Advanced Operations includes many new economic concepts such as building bases without fighters (and adding the fighters later), converting fighter production to PFs, transporting economic points, annualized production of fighters and auxiliaries, the Hydran treasury, and Gorn Logistics.

(441.0) SPECIAL BASE CONSTRUCTION

At various times, it may be necessary to produce bases and PDUs without fighters or PFs. Those bases could later be upgraded to include fighters and PFs.

(441.1) PDUs WITHOUT FIGHTERS or PFs

A planetary ground base (PGB) is a defense battalion without fighters or PFs. It has a combat factor of 3 and is treated the same as a PDU (508.1).

(441.11) CONSTRUCTION: A player can construct (at his shipyard) PGBs for 3 Economic Points. These can be deployed or stored by the same methods as standard PDUs (508.34) and count against any limits for PDUs.

(441.111) A PGB can be deployed in the capital/shipyard hex without the use of a tug. If deployed outside the capital/shipyard hex, the PGB must be moved and set up by a tug exactly as a PDU would be.

(441.112) PGBs can only be deployed on planets, including captured planets. If a PGB is deployed on a planet which already has a PDU or PGB of the same race, it starts functioning immediately just as a PDU would.

(441.113) PGBs cannot be established on an allied planet, but may be established at a planet conquered by an ally. This is the same as a PDU.

(441.12) SELF-GENERATED A PGB can be added to an undevastated planet that has an existing PGB or PDU by the self-generation system (433.421) for a cost of 4 Economic Points. If a planet has only PGBs as existing defenses, self-generation cannot be used to produce PDUs. No more than one PGB or PDU may be added to a planet on one turn using this system; each counts against the limits of the other.

(441.13) UPGRADES: A PGB can be added to any planet with an existing PGB or PDU by the upgrade method (433.422) for a cost of 6 Economic Points. If a planet has only PGBs as existing defenses, upgrading cannot be used to produce PDUs.

(441.14) LIMITS: PGBs count against the limits for PDUs added to planets and for total number of defense units (433.24) deployed on a planet. PGBs are destroyed by the same method (and for the same number of points) as PDUs. If both PDUs and PGBs are present on a given planet, then the attacker selects which to destroy by directed damage and SAFs, while the planet defender selects those voluntarily given up to resolve damage.

(441.15) PF DEPLOYMENT: If a PGB has not been upgraded (441.31) before PF deployment, it is ineligible to receive PFs [(502.5) and (502.6)].

(441.2) BASES WITHOUT FIGHTERS or PFs

(441.21) MOBILE BASES: can be upgraded to battle stations and battle stations to starbases without deploying fighters or PFs. The procedure in (433.41) is used to perform the conversion. The cost for conversion is 2 Economic Points less than that shown in (751.0), i.e., MB to BATS costs 7 points, BATS to SB costs 28 points. The combat factors of the resulting BATS or SB are unchanged, but it has no PF or fighter factors.

(441.22) BATTLE STATIONS & STARBASES

(441.221) BATS with fighters may be converted to a SB without additional fighters, which costs 28 points. After PF deployment, a BATS with fighters and PFs can be converted to a SB without additional fighters or PFs, which costs 28 points.

(441.222) BATS or SB without fighters receive free PFs as any other BATS or SB would (502.6).

(441.223) BATS or SB without PFs cannot manufacture PFs.

(441.224) Nomenclature: For recording purposes, a BATS without fighters can be noted as "BATS(0)". Starbases with fewer fighters should be noted as "SB(0)" or "SB(6)". Bases with extra fighters could be listed as "BAT(9)" or SB(18) for example.

(441.3) UPGRADING PLANETARY GROUND BASES

Existing PGBs can be upgraded to PDUs by three methods, all of which involve adding fighter (and, in the appropriate years, PF) capability to an existing defense unit. If PF deployment has already occurred (502.6), the cost of PFs is added to the upgrade cost. Such upgrades, when done, become effective immediately.

(441.31) COST: The shipyard may produce planetary fighter bases for a cost of 1 Economic Point (plus 3 points for fighters). These fighter bases can be added to existing PGBs by the same methods as PDUs are deployed (508.3); an LTT could carry one such upgrade while a tug could carry two. Fighter bases can be added to stored PGBs (441.113), which are then treated as PDUs. If deployed outside the shipyard hex, the fighter base must be moved by a tug, comprising its entire cargo. Fighter bases cannot be deployed except by adding them to PGBs.

(441.32) SELF-GENERATION (433.421) allows an undevastated friendly planet to upgrade PGBs. This does not require a tug, but the planet must have at least one PDU and must be within a Supply Grid capable of funding the upgrade, which costs 1 point (plus 3 points for fighters). No more than one PGB per planet may be upgraded per turn by this system.

(441.33) UPGRADE: The PGB can be upgraded with the use of a tug (433.422). The cost of 1 point (plus 3 points for fighters) must be paid by the Supply Grid that includes the planet.

(441.34) SPECIAL CASES

(441.341) The economic cost for Federation PGBs upgraded to PDUs after the first turn of PF deployment is unchanged except for the doubled cost of fighters. If the F111 system is used instead of doubled fighters, the F111s must be purchased under the provisions of (527.0).

(441.342) The upgrading of a PGB to a PDU counts as adding one PDU to that planet for the limit on the number of PDUs that can be added to a planet on any one turn.

(441.343) There is no way to downgrade a PDU to a PGB.

(441.344) The economic cost for Kzinti PGBs upgraded to PDUs after the first turn of Heavy Fighter deployment (530.2) is unchanged except for the increase cost of fighters (3EPs for regular fighters + 4 EPs for heavy fighters). The Kzinti

player has the option of deploying Heavy Fighters or not during the upgrade.

(441.4) FIGHTER AND PF MODULES

(441.41) PURCHASE: Fighter and PF modules can be purchased for deployment on bases (those built without them) and FRDs. Note that most bases built after PF deployment would get these modules as part of their construction, and (502.6) provides a number of PF modules equal to the number of free PF flotillas (which must be used immediately for any base of that race, whether in supply or not; they cannot be stored).

(441.411) Fighter modules (FTM) have 3 fighter factors each and cost 1 point (plus 3 points for fighters) to produce.

(441.412) PF modules (PFM) can carry 6 PFs each and cost 2 EPs (plus 3 EPs for the first group of PFs) to produce. PF modules cannot be built until the third turn of PF deployment (502.6). SBs, BATs, and PDUs get PF modules free at the same time as the free PFs.

(441.413) As the Federation used F111 heavy fighters instead of PFs, they use a slightly different procedure. The modules for F111s (FVM) have 9 points of these heavy fighters, and cost 2 EPs [plus 9 EPs for the fighters if buying them as an annuity, or 0 EPs to buy 9 factors of F111s if using the option in (527.13)], but are otherwise treated as PF modules. These may be deployed on BATs or SBs on the same schedule as PFs, and the Federation does receive free initial deployments as per (502.62).

(441.42) CONSTRUCTION: Fighter and PF modules can be constructed at the shipyard or any starbase. If deployed outside the construction hex, the modules must be moved (operationally or strategically) by a tug.

(441.421) A tug can carry four modules of any type; an LTT can carry two. They are then set up as mobile bases (i.e., the tug must remain in that hex until the start of the next Operational Movement Phase). If deployed in the hex where they were built, no tug is required.

(441.422) Modules start functioning immediately upon delivery. If the tug/LTT is destroyed during delivery, the modules are still presumed to be deployed.

(441.423) Modules cannot be added to bases in the sectors of unreleased fleets.

(441.43) DEPLOYMENT MAXIMUMS

(441.431) A BATs originally built without fighters or PFs can be given a maximum of 2 fighter modules and 1 PF module. (Note that the published BATs counters already shows these modules present. In fact, the six fighter factors on a BATs are the two modules maximum allowed, and -- when added -- the PF module is the one allowed. The base cannot add to the standard modules except to replace the PF one with a fighter one.

(441.432) A SB originally built without fighters or PFs can carry a maximum of 4 fighter modules and 2 PF modules. (The published counter, showing 24 fighter factors, already has the maximum of four fighter modules. The PFs added automatically later reflect the maximum of two PFMs.)

(441.433) An FRD can carry a maximum of 2 modules with no more than 1 of them being a PF module. (The published counters show no fighter or PF modules; these can be added to the maximum above.) Fighters and PFs based on an FRD are considered as fighters on a base for purposes of the three-squadron limit (302.332). The addition of such modules does not affect the movement of the FRD. An FRD with such modules is treated as a base, not a carrier. The PFs and fighters cannot react out of the hex of the FRD.

(441.434) Mobile bases can have two fighter modules or one fighter module and one PF module. A single tug cannot carry an MB and these modules, but two tugs (or a tug and an LTT)

could deploy an MB and attach the modules at the same time. (The published counters show no fighter or PF modules; these can be added to the maximum above.) If an MB with modules is disassembled, the modules are treated as separate units. This is a minor exception to (441.44). Each module on an MB reduces the cost of upgrading that MB to a BATs by the cost of the module. If the MB is disassembled and there are no tugs or LTTs to move the modules, the modules are lost along with whatever fighters or PFs they held.

(441.435) Extra modules added to a base do not function when the base is crippled.

(441.44) SPECIAL CASES: Modules can be added to bases and X-bases as above.

(441.441) Once deployed on bases, fighter and PF modules cannot be removed. They can be removed from FRDs or MBs (which takes no time and could be done during Operational Movement) and can then be moved by (441.42).

(441.442) Modules can be stored (undeployed) as mobile bases are stored; see (510.12).

(441.443) Bases can, when adding modules through the above procedure, substitute one fighter module for one PF module (after the date of PF module introduction) but not vice versa.

(441.444) As the Kzintis used Heavy Fighters instead of PFs in some circumstances, they may use a slightly different procedure (at their option) during the time when heavy fighters are available. The modules for Heavy Fighters have 8 points of these heavy fighters, and cost 2 EPs [plus 8 EPs for the fighters], but are otherwise treated as PF modules.

(441.5) BASE POWER AUGMENTATION MODULES

Bases of any type that can have PF modules can be provided with additional power resources, improving their combat performance, starting in Spring Y178 (Turn #20).

(441.51) COST: It costs two points to provide a base (of any allowed type) with each power augmentation module (PAM). This augmentation can only be done to a base in supply from the grid which provides the EPs, but does not require a tug or any other specific unit. Base Stations, BTXs, and Battle Stations can have only one PAM. Starbases and SBXs can have two, but cannot be operated with just one. Mobile bases, FRDs, and PDUs cannot use power augmentation modules.

(441.52) LIMITS: Power Augmentation Modules take up the same position as PF or F111 modules, so they could only be added to a base that had no such modules (or the modules would have to be discarded, producing no salvage). Power Augmentation Modules cannot replace the fighter modules on a base. A base with power augmentation modules cannot use a CPF or CF1 (524.221).

(441.53) ELECTRONIC WARFARE: Bases (including crippled bases) with Power Augmentation Modules can use their full combat factors and their maximum EW factors simultaneously. They do not suffer reductions of one factor to utilize the other.

(442.0) ADVANCED ECONOMIC RULES

(442.1) SCS CONVERSIONS

As PFs continued to demonstrate their superiority over fighters as attrition units (despite their higher cost) most races converted their CVA heavy carriers into SCS Space Control Ships, reducing the fighter force by 50% in order to embark a flotilla of fast patrol ships. This came at an economic cost (both in game and real terms), which was offset (in both game and real terms) as follows:

(442.11) SHIPS giving up fighters to convert to carrying PFs (e.g., CVA to SCS, BCV to BCS, BBV to SDS) lose their fighter factors, but for every fighter factor (standard or heavy) removed they gain two PFs. (As the SCS can only hold six PFs, up to six of these PFs can go onto the ship, but the rest can be used by another ship or stored in the replacement pool.) This rule can be used only for CVA/SCS and BCV/BCS conversions. If the ship has heavy fighters, it must give them all up to carry PFs. Note that the carrier is giving up fighters (and their lifetime unlimited replacements) to gain individual PFs which do *not* have free replacements.

(442.12) TRANSFERS: Alternatively to (442.11), the race could transfer the fighter factors to a carrier built on the same turn in the same hex and buy PFs outright for the SCS. These transferred fighter factors cannot be saved but must be used on the same turn.

(442.13) THE FEDERATION (under the historical rules) does not use this rule at all. Its SCS simply adds fighter factors to the CVA, which does not give up any fighter factors. The fighter factors on BCV converted to a BCS would be retained after conversion to F111s (meaning that the conversion would only have to pay for five additional fighter factors). If the Federation player has chosen the alternative system, then each of the fighter factors removed from the BCV provides three F111 factors which could be used by the BCS or put into a replacement pool.

(442.14) DISALLOWED: This procedure does not apply to conversions in which the ship does not retain some of the fighters. For example, converting a carrier to a PFT does not get this bonus. Also, conversion of modular ships (e.g., Romulan FH-based carriers) does not benefit from this rule as the modules go back into the general module pool.

Note: SCS is optional in F&E2K (502.7) but a standard rule when using Advanced Operations. *Peter Dimitri*.

(442.2) PRODUCTION LINE CONVERSIONS

As more and more ships were built to use PFs, and fewer and fewer were built to use fighters, the factories that had churned out an unending series of fighters began to convert to PF production. (*Peter Dimitri*)

(442.21) PROCEDURE: Each Spring turn during the Production Phase, each race which is in the second turn of PF deployment (or any later turn) may elect to pass up some or all of the free fighter factors provided for that year and instead receive four replacement PFs for each fighter factor passed up. (The PFs go into the general PF replacement pool and could be sent to any PFT or base.) Note that giving up the free fighters for a given year does not create an "annuity" for free PFs in future turns. This decision is made each spring turn.

(442.22) THE FEDERATION can use its free fighters for F111 factors if using the annuity system. If using the optional pay-as-you-go system, the Federation can exchange each free fighter factor for four points worth of F111 factors.

(442.23) The Lyrans, who were never a major carrier race, receive six free replacement PFs each turn starting with Turn #21 without giving up any free fighter factors. The Gorns receive three replacement PFs each turn starting on Turn #29 without giving up any free fighter factors.

(442.3) TRANSPORTATION OF ECONOMIC POINTS

Players may use ships or convoys to carry Economic Points to other races, or to separate supply grids. This is an expansion of (435.21).

(442.31) UNITS ABLE to transport EPs include:

Convoy	20 EPs
Military Convoy	15 EPs
Orion SLV.....	5 EPs
Orion SLX.....	5 EPs
HDW-T	5 EPs
Tug, SPH.....	10 EPs (Mission H)
LTT	7 EPs (Mission H)
3xCPC	10 EPs
3xFE	10 EPs

(Single Freight Eagles or Tholian CPCs, not normally available in the game system could carry three EPs each.)

(442.32) LIMITATIONS

(442.321) A convoy or military convoy cannot use strategic movement or serve as a supply source while carrying EPs. (It can move by strategic movement between two off-map areas.)

(442.322) In theory, a player might "bank" EPs by loading them on ships and using these to carry the EPs around indefinitely.

(442.323) EPs can be loaded onto carrying units at the start of the Operational Movement or Strategic Movement Steps. EPs are unloaded at a valid strategic movement node on the main grid or any partial grid at the end of the Strategic Movement Step.

(442.4) HYDRAN TREASURY

The Hydran Guilds, having no faith that the government could resist the impending Coalition attack, had for several years been stockpiling raw materials and various components at several off-map locations. [Some analysts argue that had this money been available to the government, the Kingdom might not have been driven into the off-map areas.] After the Hydran defeat, the Guilds traded this cache to the new (and inexperienced) King for increasing control over the bureaucracy and military (by "suggesting" to him certain individuals who could be appointed to key jobs at the highest levels).

This bonus can only be received *once in any given game*.

(442.41) To reflect this, on the first Hydran production phase after the Hydrans have no ships (including auxiliaries, convoys, and any other unit except a base or PDU) on the map AND after the capital has been captured by the Coalition, the Hydran player receives 30 EPs added to his treasury.

(442.42) Alternatively, this bonus is received immediately if the Federation enters full war status as an enemy of the Klingons, but not before Turn #7. (If the Federation enters the war as an enemy of the Klingons before Turn #7, the bonus is received during the Hydran production step of Turn #7.) In this case, the IC cannot be built under (525.316) as the shipyard was not destroyed. In this case, the bonus is received at a rate of 5 EPs per turn, not as a lump sum.

(442.5) ADVANCED ACCOUNTING

(442.51) ACTIVATION OF DREADNOUGHTS: Many of the dreadnoughts in the pre-war construction schedules of the various races are in fact early dreadnoughts from the Four Powers War that were being converted from the earlier design or were activated from reserve storage. When done as PWC the cost is accounted for in the pre-war system; if activated after the race goes to war or is released to a player controlled economy, the costs are:

Federation DNs (activated from reserve): 3 points each. (Note, the PWC DNs are the activations, starting Turn 7 the scheduled DN production is just that, new production.)

Hydran Paladins (converted from Templars on Turn 2 and Turn 4): 5 points each. Fighters are free for these two ships, reflecting the activation of reserve units.

Gorn DNs and Romulan Condors are new construction and are not activations of old DNs. The two Romulan Vultures in the IWR are activated for 4 EPs each (which counts as a minor conversion); the two deployed with fleets are already active.

Dreadnoughts cannot be "activated" through Accelerated Production (431.37). Scheduled PWC "activations" are not in addition to DN production but are part of the schedule as the races "gear up" to build DNs. (In effect, the activations, whether PWC or wartime, are the allowed DN production for that turn. Old DNs cannot be used without going through the activation process, and if not activated on schedule, can be activated only by using this activation to replace a future DN construction slot.

(442.52) NEUTRAL ZONE ACCOUNTING: To more accurately reflect the value of captured Neutral Zone hexes, count each one as 0.2 EPs per turn and do not attempt to form them into provinces by (503.62).

(442.53) DW PRODUCTION: Effective Y178, Starbases gain the ability to produce one DW instead of one FF (431.52) each turn. Commando and escort variants can be produced as substitutions, and one scout variant per turn could be produced as a substitution under the (432.41) limit.

(442.54) LDR: During any Coalition turn when there are no Hydran ships on the map, the Lyrans may buy repairs at the usual cost at the LDR's battle stations.

(442.55) SALVAGE: The salvage values for all units are shown on their respective SITs. Note that these do *not* necessarily match the numbers provided in the salvage rules (depending on which edition you have) but do reflect the current values (25% for most, 30% for ships with separable booms and saucers, set values for pods and auxiliaries).

(442.6) ANNUALIZED FIGHTERS

(442.61) The free fighter factors given to each race on a turn-by-turn basis in F&E2K and expansions are combined, in Advanced Operations, into an annual allowance available on the Spring turn of each year. The order of battle documents have been edited to reflect this.

(442.62) Unused free fighter factors may be carried over to the next year but if not used in that year will be lost forever with no salvage or other compensation. (In simpler terms, you can never carry over more than one full year of free factors.) Half-factors can be carried over just as full factors, within the rules and limits. The stockpile of unused free fighters is evacuated with the treasury in the event that the capital falls (511.35).

(442.63) Free fighter factors are received only when the race is at war (431.74). If a race enters the war on a Fall turn, it receives 50% of the annual free fighter allocation (round

fractions up, so the 15 Federation annual fighters produce 8 free fighters on turn #7).

(442.64) No race begins receiving the free fighters until it is scheduled to produce its first carrier. (Generic units, e.g., auxiliaries and monitor pallets, do not become available until that date.)

(442.7) GORN LOGISTICS

The Gorns, having declined to build their fleet around carriers as other races did, focused on improved logistics. To this end, the following rules apply:

(442.71) Gorn repair ships (422.0) pay 0.5EPs for each repair point, half what other races pay.

(442.72) The Gorns receive an extra repair pod for a tug in Spring Y175, Spring Y176, and Spring Y177 at no cost. This replaces rule (422.8).

(442.8) ROMULAN KR MAINTENANCE

The Klingon-built ships in Romulan service were difficult to maintain as they used Klingon technology. To reflect this:

(442.81) The Romulans begin in Y168 with six turns of spare parts for the KR series ships. Each turn at war (not wartime production, actually at war with another race) uses one turn.

(442.82) The Romulans may obtain additional spare parts from the Klingons. Each turn that an SPH, KRT, or 3FE (or a Klingon or Lyrans Tug) can complete a trip from the Klingon capital to the Romulan capital, one turn of "KR spare parts" is credited to the Romulans. This does not cost the Klingons or Romulans any EPs, but the tug cannot carry EPs in addition to the parts. An LTT would bring in one-half of a turn of parts, which could not be used unless another half-turn was delivered or purchased. The Romulans can send EPs back to the Klingons in the same ship but do not have to do so unless they agreed to.

(442.83) In any turn in which the Romulans do not have KR Spare Parts available, the repair cost for crippled Klingon-built ships is doubled and conversions of those ships are not allowed.

(442.84) The Romulans can purchase one extra turn of spare parts (via Orion smuggling) each spring, but this costs 10EPs. A half-turn costs 5 EPs.

(442.85) X-ships based on Klingon-built Romulan ships are also under these rules.

(442.9) AUXILIARY SHIP PRODUCTION

This rule consolidates several others and gives players more flexibility over the production of auxiliary units.

(442.91) Each race can build one auxiliary per turn when at war, including a maximum of one large auxiliary per year. It is permissible to build two small ones per year (one per turn). This modifies (513.112) and includes auxiliary carriers, auxiliary scouts (517.1), auxiliary PFTs (526.41), and Kzinti auxiliary drone bombardment ships (526.51).

(442.92) Each race can build one troop ship per turn when at war, including a maximum of one large troop ship per year. It is permissible to build two small ones per year (one per turn). This modifies (521.6) and is in addition to (442.91).

(442.93) Each race can build one SAF per turn when at war; this can be built in the Spring or Fall. This modifies (520.1) and is in addition to (442.91).

(500.0) SPECIAL RULES

(523.0) X-SHIPS

(523.1) X-SHIP PRODUCTION

(523.11) PRODUCTION: Production of X-ships requires the expenditure of a number of X-technology points (XTPs) instead of Economic Points. The costs shown on the ship information table do not distinguish between EPs and XTPs but any production of an X-ship, conversion of an X-ship, conversion of a non-X ship into an X-ship, or repair of an X-ship requires XTPs rather than EPs.

(523.111) X-ships replace non-X ships of the equivalent hull type on the production schedule. The Federation DDX replaces the NCL; the Lyran DDX replaces the CW.

(523.112) Any X-ship can be produced by overbuilding or by Accelerated Production, but a given race may produce only one X-ship per turn by such a method. This is an exception to the 8-point limit in (431.31).

(523.113) Hydran X-ships operated an advanced version of the Stinger fighter; see (523.5).

(523.114) Because X-ships are interesting to use in the game, players might mutually agree to introduce them earlier in the time sequence than their historical dates. This option will somewhat favor the Alliance, but how much depends on many other factors and on how the campaign has progressed.

(523.115) Some X-ships can be produced by converting non-X ships; this is listed on the SIT. Note that Klingon D6s and Romulan KRs cannot be converted into X-ships; they are just too old. Such conversions can only be performed by an SBX.

(523.116) Captured X-ships cannot be used for (305.2) Option 3.

(523.12) GENERATING XTPs: Each turn starting on the "X-Ship Introduction Date" given in their OB, each race receives XTPs as follows:

- 20% of EPs produced by the normal rules are converted into XTPs (and deducted from EPs).

- + 10 EPs converted to XTPs at no cost.

- + a bonus equal to 40% of the EPs generated normally by all of their planets (523.125);

- + Bonus XTPs for certain things; see below.

 - For an undevastated capital planet..... 5.0 XTPs

 - For the undevastated Tholian homeworld... 12.0 XTPs

 - For the devastated Tholian homeworld..... 4.0 XTPs

 - For the captured Tholian homeworld 1.0 XTP

 - For each X-Starbase..... 1.0 XTP

- + Up to 10 XTPs can be bought at a cost of 2 EPs each;

Note that for this rule "capital" planets refer only to the original capital, not to a replacement capital. Also note that captured planets produce XTPs for the race that captured them, not for the original owner. Note that the EPs in question (the ones you take 20% of) are the income for the turn as calculated by all of the various rules (e.g., this is after the effects of exhaustion, limited war, etc.).

(523.121) XTPs can only be accumulated at the shipyard, and cannot be transferred, placed in satellite stockpiles, transported, or sold; exception (523.128). They can be accumulated at a replacement shipyard under construction.

(523.122) If a race's shipyard is destroyed, all accumulated XTPs are lost. They cannot be evacuated or captured.

(523.123) XTPs cannot use deficit spending. A player must actually have XTPs before he can use them. This may require a player to reserve some in the Production Phase for later repairs.

(523.124) Bonus XTPs generated by planets which are not part of the main supply grid (the one with the current capital) are converted into EPs immediately upon being created.

(523.125) Bonus XTPs received for planets are not reduced by the current economic level, including exhaustion, limited war, etc. The XTPs received for 20% of the total economy have already been adjusted for this and would not be further adjusted.

(523.126) XTPs can be spent for any purpose for which EPs can be spent. If a race decided not to build X-ships, it could simply spend all of the XTPs (including the bonus ones) as EPs.

(523.127) For purposes of salvage, X-ships are distinct from the "base hull type" and produce XTPs (based on the cost of the base X-hull) instead of EPs when salvaged.

(523.128) Orions receive and buy XTPs as other races do, although they do not have planets. (If the Orion enclave is neutral, the pirates receive five XTPs per turn in their production phase.) Races can use XTPs to bribe the Orions in an exception to (523.121), and the Orion player may accumulate and hold XTPs received before the date of Orion X-ships. See (529.0); if the Orions have XTPs then X-ships can be included in the ships available for production (529.226).

(523.13) REPAIRS: Repairs on X-ships cost the normal amount, but at least 50% must be paid in XTPs and the remainder in EPs (or XTPs). Repairs on X-bases are 4 points per SIDS (308.85) of which two points must be XTPs; these do not pay a higher cost due to the source of the repair.

(523.131) The economic cost of repairing an X-ship at a base or FRD is double if it is repaired by a non-X base or non-X-FRD; at least half must be in XTPs.

(523.132) The economic cost of repairing an X-ship is no higher when repaired by a Repair Ship; i.e., all repair ships are capable of repairing X-ships without the economic penalty of (523.131). Gorns pay the "normal" rate not the "Gorn discount" rate from (442.71).

(523.133) X-bases and FRDs (including Federation LTFs) can be used to repair non-X ships without penalty or bonus.

(523.134) The plasma repair exception (420.423) is extended to six points in the case of X-ships.

(523.14) SUPPLY

(523.141) Homeless X-ships cost the host race 1XTP per turn to supply (instead of the usual adoption cost). Repairs cost double the normal amount (i.e., double for X-bases, quadruple for non-X bases) and the host race must use his own XTPs for these repairs.

(523.142) X-ships supplied by a partial grid without XTPs or by the Hydran supply tug (509.52) count as two ships.

(523.15) SCOUTS: Some X-ships have scout capabilities, and are designated X-scouts. These are noted as such on the Ship Information Table. Note that X-scouts retain their scout ability (but with only one EW point) when crippled.

(523.2) X-SHIP MOVEMENT

(523.21) OPERATIONAL MOVEMENT: X-ships have an operational movement rating of 7 hexes per turn (whether crippled or uncrippled); this is reduced to 3 if the ship is not in supply. In effect, X-ships (and F-ships) have a seventh movement "pulse" (203.61) which is conducted after they move their sixth pulse; enemy units can react to that pulse.

(523.211) X-ships using cloaked movement (and only Romulan and some Orion X-ships have cloaks) pay only two movement points per hex, rather than the three movement points non-X ships pay under (203.8). Thus, a cloaked X-ship could move three cloaked hexes and one uncloaked hex in a given Operational Movement Phase.

(523.22) REACTION MOVEMENT: Uncrippled X-ships use Reaction Movement normally, the same as any other ships. They do not have an increased reaction movement range. X-ships can use non-X-scouts to obtain the extended reaction range.

(523.221) Uncrippled X-ships which are in supply can react to cloaked movement except by cloaked X-ships [and even then if they enter a hex with friendly units (203.81)]. Non-X-ships cannot accompany such a reaction but could reinforce the battle if other rules (e.g., reserves) allow them to do so.

(523.222) Uncrippled X-ships in supply which are accompanied by uncrippled X-scouts can react one hex to the movement of enemy Reserve Fleets, but only if doing so enters the hex of the Reserve Fleet. This is an exception to (205.1) which allows non-X ships to react only to operational movement.

(523.23) RESERVE MOVEMENT: X-ships (whether crippled or uncrippled) have a movement allowance of seven hexes when used in reserve movement; this is reduced to three hexes if the ships are not in supply. Non-X ships in the same Reserve Fleet are still limited to their normal movement allowances and could not move in reserve movement unless they had enough movement points to reach the objective or could be left behind to resolve pinning during the legal movement. Depending on circumstances, this could effectively limit X-ships to the movement rate of non-X ships, or require leaving much of the Reserve Fleet behind. A combined X/non-X force would still be under the limitations of (203.742) and (203.743).

(523.24) RETROGRADE MOVEMENT

(523.241) X-ships (whether crippled or uncrippled) can retrograde seven hexes if in supply at the time of combat (and three hexes otherwise).

(523.242) X-ships can retrograde during the enemy Retrograde Phase (just as carriers can) but gain no other benefits of CEDS. The Fed GVX is a carrier and is treated as such.

(523.25) PINNING: Uncrippled X-ships (in supply or not) have superior performance in regards to pinning or being pinned.

(523.251) X-ships count as two non-X ships for purposes of pinning and being pinned.

(523.252) Crippled X-ships count as uncrippled non-X ships for purposes of pinning.

(523.253) In the case of fleets including X-ships, F-ships, and regular ships, the owning player of each fleet simply adds up all pinning factors in terms of ships (including X-ships and F-ships as two ships, ship equivalents of fighters and PFs as per those rules, etc.). The player who has more points may then move that number of units (again, counting X-ships and F-ships as two ships, and other units by their rules).

Example: The Klingons have 10 ships, 2 fast ships, and three X-ships in hex 2109. The Federation tries to move a force including 14 ships, one fast ship, and three X-ships through this hex. The Klingons have 20 "pinning points" while the Federation has 22 "pinning points" of ships. This would allow the Federation to move one X-ship, or one fast ship, or two regular ships, out of the hex. (In all cases, some ships might be ship equivalents.)

(523.26) STRATEGIC MOVEMENT: X-ships (whether crippled or uncrippled) have special abilities in Strategic Movement.

(523.261) X-ships must enter a Strategic Movement Node every seven hexes, rather than the six hexes of non-X-ships.

(523.262) X-ships can use strategic movement normally among strategic movement nodes of the same race.

(523.263) When X-ships use strategic movement nodes of an

allied race, they count as two ships against the strategic movement limit of that race.

(523.264) X-ships can begin strategic movement in a hex adjacent to a Strategic Movement Node if their first hex of strategic movement takes them into the SMN hex. X-ships can extend their strategic movement two hexes beyond the last Strategic Movement Node they utilize. In both cases, they are under all movement restrictions when doing so.

(523.27) RETREAT MOVEMENT: X-ships use retreat movement normally, the same as any other ship. See (523.36) for Withdrawal Before Combat.

(523.3) X-SHIPS IN COMBAT

(523.31) X-MAULER EFFECT: If there are one or more uncrippled X-ships in a battle force, the battle force is treated as having a mauler with 10 attack factors. (This does NOT add ten attack factors to the battle force.)

(523.311) The X-mauler effect cannot be used in addition to the effect of an actual mauler (or Hydran Fire Support Pallet, or any other unit which has a "mauler" effect). If such a unit is also in the battle force, the owning player may use either the actual mauler or the X-ship mauler effect, but not both.

(523.312) If none of the X-ships in a battle force has 10 or more attack factors, then the mauler effect is limited to the attack factor of the uncrippled X-ship with the largest attack factor.

(523.313) X-scouts, crippled X-ships, and X-bases cannot use this effect.

(523.314) Exceptions to (308.4): There is no "die roll for shock" or requirement for consorts in the case of an X-ship gaining a mauler effect. X-ships do gain the special mauler capture (308.47) die roll for pursuit battles. All other elements of rule (308.4) also apply to X-ships using their mauler effect.

(523.315) X-ships in the formation bonus position cannot use the mauler effect, but their attack factors would still count as part of the overall total.

(523.316) X-ships which are not in supply have their attack factors reduced by 50% (as non-X ships do) and thereafter are treated with this reduced attack factor as above. An X-ship with more than 10 factors (but less than 21) would be treated at its reduced factor, not at 5.

(523.32) ATTRITION UNITS: For each uncrippled X-ship in a battle force, the enemy loses (counts as destroyed) one factor of fighters or PFs before any damage is resolved.

(523.321) This does not reduce the amount of normal damage scored by the battle force, nor does the lost attrition unit count to resolve that damage.

(523.322) The owner of the attrition units selects which units to give up to satisfy this requirement. The destroyed attrition units still contribute their COMPOT to their original battle force, but do not count to resolve normal damage. If the owner decides to give up a PF to resolve a single point of X-ship attrition damage, the other point is treated as a minus point.

(523.323) This effect is limited to a maximum of six combat factors per battle round.

(523.324) Attrition units killed by X-ships under this rule count in determining the success of an approach battle (308.3).

(523.325) If X-ships are not in supply, this effect is reduced to one factor for every two X-ships. (Any odd leftover X-ship is ignored.)

(523.33) ENEMY MAULERS: If an enemy battle force wishes to use directed damage against an X-ship (crippled or uncrippled), and includes a mauler, the mauler can only provide a 1:1 effect equal to one-half of its normal attack factor (round any resulting fractions up; e.g., a 7-point war cruiser mauler would provide four points of "mauler effect" against an X-ship target (including X-bases). X-ships using their "mauler effect" (523.31) are not reduced. X-ships in the formation bonus position gain no additional benefit.

(523.34) ENEMY SFGs have a reduced effect on uncrippled X-ships. To reflect this:

(523.341) If the target is an X-ship, then the die roll is modified by a +1.

(523.342) In the case of a random targeting selection, the SFG player can only designate an X-ship for position "1" in the random target array (312.232), can only select an X-ship in position "2" if there are no non-X ships in the enemy battle force, and cannot select an X-ship for position "3" (which would have to be left blank). The defending player cannot be obligated to put an X-ship into position "4" and could leave this vacant if he has no non-X ships. Positions "5" and "6" must be filled but could be filled with non-X ships.

(523.35) SPECIAL COMBAT EFFECTS

(523.351) If the only remaining target for normal (non-directed) damage is an X-ship (crippled or uncrippled), and the number of unresolved damage points is not equal to its defense factor, the X-ship need not be crippled/destroyed and the points would remain unresolved (or recorded as plus points). [This means that the "half of the required points" provision of (302.61) does not apply to X-ships.]

(523.352) X-ships may not be used as *ad hoc* escorts (315.34) in carrier or other groups; see (318.429) for FEGs. The only other exception is that two escorts (which must be Federation X-ships of size class 4) could be assigned to the Federation GVX under the normal rules for *ad hoc* escorts; they would lose all other X-effects.

(523.36) WITHDRAWAL: Uncrippled X-ships can conduct a withdrawal before combat without challenge unless the enemy force includes uncrippled X-ships, in which case each enemy X-ship means one friendly X-ship cannot withdraw without going through the normal challenge process.

(523.361) For purposes of this rule, F-ships are treated as X-ships, while unsupplied X-ships and F-ships are treated as normal ships.

(523.362) This is an exception to the limitations of (302.11) so the defender could send in a reserve fleet and then still withdraw his X-ships.

(523.363) The Sequence is as follows:

1st: Determine any X-ships or fast ships which have lost this privilege due to the presence of enemy X-ships or F-ships.

2nd: Conduct normal withdrawal before combat (302.10).

3rd: Conduct special X-ship and F-ship withdrawal by ships that did not lose the privilege in the first step.

(523.37) CAPITAL: X-ships in a capital defense situation are automatically part of the mobile force (511.53) with no offsetting ship in the static forces. This includes all multi-system hexes which use the capital defense procedure. Fast ships (525.1) get the same bonus. This bonus is not given to X-ships which are unsupplied (which might happen in an enemy or allied capital but not your own).

(523.38) ELECTRONIC WARFARE: For each X-ship in a battle force, the total number of enemy EW points is reduced by one-half of an EW point (up to a maximum of three points of reduction).

(523.381) Round the final total up if there is a fraction of 0.5 or more. An EW factor of 0.5 would count as an EW factor of 1. This reduction cannot produce an EW factor of less than zero.

(523.382) Electronic warfare points generated by enemy X-scouts cannot be reduced by this method.

(523.39) PURSUIT: Uncrippled X-ships which are in supply and used in a pursuit force produce a bonus. (Note: Uncrippled F-ships get the same pursuit bonus as X-ships.)

(523.391) If the entire pursuit force consists of X-ships and/or F-ships, the pursuit force automatically engages the fleeing enemy cripples without the die roll of (307.21).

(523.392) If a pursuit force includes X-ships, one (total) is subtracted from the die roll in (307.21). This bonus is ignored if the pursued force is entirely composed of X-ships and/or F-ships.

(523.4) X-BASES

(523.41) TYPES: There are two types of X-bases in Advanced Operations: X-Starbases (SBX) and X-BattleStations (BTX). These have significantly higher attack and defense factors, and higher command ratings, as can be seen on the Ship Information Tables.

(523.411) SBXs have 12 SIDS steps before they are crippled and 6 SIDS steps before a crippled SBX is destroyed.

(523.412) BTXs have four SIDS steps before they are crippled and two SIDS steps before a crippled BTX is destroyed.

(523.413) Each race can upgrade one base at the shipyard planet to X-tech at no cost on the X-ship introduction date; it can perform X-conversions on the same turn. If the shipyard has been moved, the X-base is at the new shipyard. If the shipyard is moved after this time, the race does NOT receive a second upgrade. This upgrade cannot be disrupted by enemy action, but if the X-base is destroyed it would of course no longer be present.

(523.414) In combat, X-bases do not have the mauler effect, but do have the attrition loss (523.32) and EW reduction (523.38) effects of X-ships.

(523.415) The cost of converting a non-X base to an X-base (or a BTX to an SBX) is paid 50% in XTPs and 50% in EPs.

(523.42) REPAIRS AND PRODUCTION: X-bases have improved capabilities. X-bases, FRXs, and Federation LTFs are the only places that X-ships can be repaired without an economic penalty (523.131).

(523.421) SBXs generate 24 repair points each turn, and can produce size-4 X-ships (and size-4 non-X ships).

(523.422) BTXs generate 6 repair points each turn for non-X-ships OR enough repair points to repair one damaged X-ship.

(523.423) SBXs can be produced by converting an existing SB to X-technology (which costs 24 XTPs) or by upgrading an existing BTX (which costs 40 XTPs); see (523.415) which allows half of this cost to be paid in EPs.

(523.424) SBXs can produce certain X-ships (any of size class 4; one ship per SBX per turn) and can perform any conversion of a regular ship to an X-ship or of one X-ship to another type for which a conversion is listed and allowed (which uses up the entire conversion capacity of the SBX for that turn). Obviously, an SBX could perform a non-X conversion if it was not performing an X-conversion on that turn. Note that many X-conversions will be larger than three points but these do not count as "major conversions" that are limited to the shipyard. As with frigates produced by starbases (431.5), this production is taken from the regular schedule, not an addition to it.

(523.43) SUPPLY GRID: X-bases (and Federation LTFs) can supply X-ships seven hexes away and normal ships six hexes away. X-bases connect to supply grids (even to non-X bases) seven hexes away. Federation X-bases could supply an LTF seven hexes away.

(523.44) XEW: X-bases select their electronic warfare status after the enemy battle force has revealed the status of its EW choices.

(523.45) FRX: Each race may build one X-Fleet Repair Dock (FRX) in or after the turn of X-ship Introduction, and may replace it if it is destroyed. This counts against the normal FRD production for that turn. Tholians do not operate FRDs and cannot have an FRX.

(523.451) Each FRX can generate 18 repair points per turn. FRXs repair X-ships without the economic penalty of non-X bases (523.131).

(523.452) The Federation cannot build FRXs, but Logistics Task Forces (526.2) can repair X-ships without an economic penalty (i.e., the FRD included in any LTF is converted into an FRX for free).

(523.5) X-FIGHTERS

(523.51) STINGER-X: Hydran X-ships operated an advanced version of the Stinger fighter. These are more effective in combat than other fighters (as shown by the higher fighter factors compared with the actual number of fighters in the SFB version of these ships).

(523.511) Add the attack factors of the ship and its fighters when determining the strength for the mauler effect (523.312), but of course ignore anything over ten points.

(523.512) Hydran SBXs have two Stinger-X squadrons (18 fighter factors) while Hydran BTXs have one (9 factors).

(523.52) COST: Free fighter factors can be used for Hydran X-ships, but these are not discounted as they would be for non-X hybrid fighters. As such, each free fighter factor can be used for one hybrid factor of X-fighters on an X-ship. If not using free fighters, the X-fighters must be paid for with XTPs.

(523.53) SQUADRONS: Hydran X-fighters formed into squadrons can have up to nine factors per squadron. A squadron with six-to-eight X-fighter factors counts as one ship for pinning purposes; those with nine factors count as two ships.

(523.54) REPLACEMENTS: X-fighters are different from other fighters and cannot be replaced by the "magical transformation" of other fighter factors.

(523.541) Hydran X-ships have their own FCX support ships for mid-turn replenishment and get free fighter replacements (as all carriers do) at the end of each turn when in supply.

(523.542) Hydran X-ships can use regular fighters transferred from other carriers, but at 2/3 (drop all fractions) of the printed strength. E.g., a Hydran RNX has seven factors of X-fighters, but if using fighters transferred from other carriers could not carry more than four factors. In the case of mixed X and standard fighters, every two points of standard fighters replace three points of X-Stingers.

The X-ship rules were compiled from suggestions and ideas provided by dozens of players.

(524.0) CASUAL PF FLOTILLAS

Those races which deployed PFs (Fast Patrol Ships) assigned most of them to bases and PFTs, but some were based on standard warships fitted with "mech links" to carry them. The situation, however, was not one of "every ship has mech links and we can send a few PFs anywhere", but rather that certain ships had mech links and the logistical support for PFs was set up for certain areas and/or fleets.

(524.1) FLOTILLAS

(524.11) DEPLOYMENT: Any race may deploy casual PFs during and after the third turn of that race's PF deployment schedule.

Exception: the Federation may only produce casual PFs if (502.65) is in use. Any race which is using a non-historical "third way option" (502.9) and hence not building PFs cannot use Casual Flotillas. See (527.26) for casual F111 Squadrons.

(524.111) Each race is provided with four casual PF flotilla counters designated CPF. Exceptions: The Lyrans, who historically used more casual PFs, are provided with seven. The Tholians, a small race, get only two. Orions are not provided with casual PF flotillas. (Players may, of course, mutually agree to change these limits, but are warned that the effect on game balance may be unpredictable.)

(524.112) Each race which uses PFs can "build" one casual PF flotilla per turn (in the Production Phase) when authorized, so long as this does not exceed the maximum number of such units it is authorized by (524.111). Each casual PF flotilla costs 3 EPs (representing the cost of mech link refits and the logistical "tail" for the unit) and does not include any PFs. Production of CPFs does not count against the limits of PFT production.

(524.113) When the race buys a casual PF flotilla marker (524.11) it can be assigned to any group of ships which is in supply from the capitol.

(524.12) EFFECT: A Casual PF Flotilla is, in effect, a flotilla without a PFT. It represents that several standard warships are fitted with mech links and given the needed supplies to maintain and operate the PFs. Even if there are no PFs assigned to it, each Casual PF Flotilla is a "unit" counter which remains on the map.

(524.13) PURCHASE: Any PFs assigned to a casual PF flotilla must be purchased by (502.2). Casual PF Flotillas purchase replacement PFs just as any PFT would.

(524.14) SPECIAL FLOTILLA: A maximum of one Casual PF Flotilla may be used by X-ships or by raiding ships. This is the second casual flotilla built. It does not cost extra, and is marked as CPX.

(524.141) Note that if it is carried by a single ship, it may not be able to carry the full complement of PFs. If this flotilla is assigned to the raiding pool, a single ship can use the flotilla with the maximum number of PFs allowed for that ship and any other PFs remain (unused) in the raiding pool. If the CPX is lost on a raid, it returns to the raiding pool immediately at no cost.

(524.142) If lost in combat (other than on a raid), the CPX can be rebuilt on a future turn within the limits of (524.112).

(524.2) ASSIGNMENT

(524.21) CARRIAGE Casual PF Flotillas are assigned to a group of ships all within the same hex (and the same fleet),

but not to specific ships within the group, so long as the group of ships contains adequate ships to support the Casual PF Flotilla.

(524.211) A fleet will normally have many times the required number of ships, making an exact count unnecessary. Ships may join and leave the group at will without affecting the casual PF Flotilla so long as enough ships remain at every instant to support the Flotilla. Unbreakable groups count as the individual component ships for purposes of carrying casual PFs.

(524.212) Each ship can carry two PFs; ships with a combat factor of 10 or more defense factors can carry four.

A: Crippled ships have one-half of the nominal capacity; round any fractions up (a ship able to carry five could carry three when crippled).

B: Lyran ships of 7 or fewer defense factors can carry two, of 8-9 could carry four, and of 10 or more could carry five.

C: X-ships of 14 or fewer defense factors can carry two PFs; of 15 or more can carry four.

D: Lyran X-ships of 10 defense factors or less can carry two PFs, of 11 or more defense factors can carry four.

(524.22) LIMITS: Casual PF Flotillas are under numerous restrictions due to their special operating parameters.

(524.221) Casual PF Flotillas may not be assigned to or carried by PFTs, SCSSs, 77th Gunboat Division, 23rd Fi-Con Division, Police ships, monitors, pods, pallets, FRDs, convoys, military convoys, special attack forces, LTFs, auxiliaries, slow units, non-ship units, PDUs, or bases. These units do not count toward the number of ships required by (524.212). CPFs cannot be used by any race which does not use PFs (e.g., Federation, Andromedan).

(524.222) All ships carrying a casual PF Flotilla must be of the same race as the Casual Flotilla. Casual PF Flotillas may not be assigned to foreign or captured ships. CPFs cannot function if not in supply; in such case, the PFs remain in the CPF but cannot be used in combat or given up as casualties. This is known as a "dormant CPF".

(524.223) A casual PF flotilla can contain up to five PFs. The number of ships required to carry a given casual flotilla at any given time is based on the number of PFs it contains. A single frigate could carry the counter if it had only two PFs in it. If, at any time, there are not enough eligible ships in the same hex as the casual PF Flotilla to support it, any surplus PFs are destroyed immediately and without producing "minus points", salvage, or any other effect.

(524.224) Casual PF flotillas cannot be adopted or used in Expeditionary Forces. Should ships carrying a CPF be adopted or be declared an expeditionary fleet, the CPF would become dormant (as it would if out of supply).

(524.225) No battle force can use more than one casual flotilla; exception, two Lyran CPFs could be used (or one Lyran and one Klingon-Romulan).

(524.23) TRANSFERS: Individual PFs can be transferred into a Casual PF Flotilla just as they could to any PFT. These PFs can come from or go to any legal tender/base of the same race.

(524.231) PFs can never be transferred *out* of a CPF, even if the ships carrying the CPF are destroyed. Once they are sent to a CPF, they cannot be transferred to a PFT although they could be transferred between two CPFs in the same hex. *Designer's note: This prevents players from using CPFs as simply a stockpile of spare PFs, which was never their mission.*

(524.232) If a given Casual PF flotilla has no PFs assigned, it still must be carried (by a single ship). Any casual flotilla could be "disbanded" (removed from play; there is no salvage) during the Production Phase in order to allow another Casual

flotilla to be built at the capital during the same or a later Production Phase; any PFs in it must be transferred within the rules (i.e., to another CPF) or are considered destroyed. There would be no salvage or other credit for the disbanded flotilla and the replacement flotilla still costs the same as any new Casual Flotilla.

(524.3) MOVEMENT

(524.31) BASIC MOVEMENT: A casual PF Flotilla moves with the group of ships which carries it in operational, reserve, reaction, and retrograde movement.

(524.311) A casual PF Flotilla cannot be left behind during movement, nor may the Casual Flotilla be moved separately from the ships during Reaction Movement.

(524.312) A fleet could detach several ships and this detachment could carry the casual flotilla. A casual flotilla cannot be divided into two separate units as part of movement.

(524.32) PINNING: A casual PF Flotilla is counted for pinning purposes just as regular PFs are (203.54). If at its full strength of 5 PFs, it counts as a full ship equivalent even though it is technically below this strength. However, casual PFs must have sufficient ships with them to support them. Understrength CPFs in a given hex would count as individual PFs under the terms of rule (502.46) and these PFs could be totaled with PFs from other sources to (possibly) produce ship equivalents.

(524.33) STRATEGIC MOVEMENT: A casual PF flotilla can be carried by ships moving in Strategic Movement.

(524.331) Even if there are no PFs assigned to it, it counts as one unit against the Strategic Movement limits. The CPF must (524.212) be traveling with enough ships to carry it.

(524.332) A CPF is a "unit" and as such cannot be moved in both operational and strategic movement (204.21) on the same turn.

(524.4) COMBAT

(524.41) REQUIREMENT: Casual PFs cannot be assigned to a Battle Force unless there are enough eligible ships of the same race (524.23) in that Battle Force to carry all of them; see (524.24). Between Combat Rounds, individual casual PFs could be transferred between CPFs as per (502.231).

(524.42) COMMAND: Each casual PF Flotilla is treated, for purposes of command, as a PF flotilla operating independently of its tender and counts against the command limit and against the limit of three ship-equivalents of attrition units (302.33). Note that the CPF counts as a complete ship equivalent even though it has only five PFs; i.e., a sixth PF could not come from some other location to "fill out" the equivalent.

(524.43) SUPPLY: Because of the higher maintenance costs involved, the PFs in Casual PF Flotillas cannot be used if they are out of supply.

(524.44) DESTRUCTION: If all ships in a given hex which are capable of carrying casual PFs (524.22) are destroyed, the casual flotilla is also destroyed. No salvage is produced by this effect. The flotilla counter may be rebuilt on a future turn at the usual cost and within the limits of (524.112).

(524.45) PURSUIT: If used in a pursuit battle force, a CPF would count against the six-ship limit and could be used in combat, but would not count for the die-roll in (307.21). For example, a pursuit force of five ships and a CPF would be the

maximum size but would fail to catch the fleeing enemy on a die roll of 5 or 6. *Rule by Stephen V Cole*

(525.0) SPECIAL WARSHIPS

This section of rules covers warships which had significantly different operating characteristics, or production histories, or other unique features.

(525.1) FAST WARSHIPS

Certain classes of ships were designed for extra speed at the expense of some combat power. These were designed as fast raiders, and were sometimes used as a flying reserve. Most major races built some of these ships. They are covered by these special rules.

(525.11) TYPES: Fast warships include fast cruisers and light dreadnoughts. These have an "F" in the special function position on the counter to indicate that they are "fast" ships. The term "F-ships" is often used for them.

(525.12) PRODUCTION: Fast cruisers can be substituted for or converted from heavy cruisers. Light dreadnoughts cannot be converted from dreadnoughts, but can be substituted for dreadnoughts. The cost for these ships is given on the Ship Information Table. Many races have some fast cruisers and light dreadnoughts listed in their starting Orders of Battle or their Pre-War Construction; consult section 700. (Note: The Lyrans, due to their unique designs, were able to convert CAs to DNLs.) Maximum production of fast warships is one per turn with no more than one DNL per year (i.e., a DNL on one turn and a CF on the other, or a CF on each turn, of a given year).

(525.13) MOVEMENT: Fast warships have a movement factor of seven (7) for operational, reserve, retrograde, and raid movement, even when crippled. They have a movement factor of 6 for strategic movement. In effect, F-ships (and X-ships) have a seventh movement "pulse" (203.61) which is conducted after they move their sixth pulse; enemy units can react to that pulse. If out of supply, fast ships have a movement allowance of three (3) for all purposes. Crippled F-ships can retrograde seven hexes but cannot otherwise use the seventh movement pulse.

(525.131) Non-F ships in the same Reserve Fleet are still limited to their normal movement allowances and could not move in reserve movement unless they had enough movement points to reach the objective or could be left behind to resolve pinning during the legal movement. Depending on circumstances, this could effectively limit F-ships to the movement rate of non-F ships, or require leaving much of the Reserve Fleet behind.

(525.132) Fast ships count as two ships for purposes of pinning; see (523.251).

(525.133) In several cases, F-ships get the same bonuses as X-ships (under the same conditions), reflecting superior speed and mobility. These cases include:

(523.36) withdrawal before combat.

(523.37) capital defense mobile force.

(523.39) pursuit.

(525.134) F-ships can draw supply seven hexes from a source. If out of supply, many of the bonuses are lost.

(525.2) HEAVY WAR DESTROYERS

As the General War wore on, the powers continued to develop ships that maximized firepower and flexibility. The designers also saw that the Romulan ability to quickly modify

their Hawk-series ships to new missions added flexibility to the fleet. Thus, the Heavy War Destroyer (HDW) was born.

Note: While many races had different designations for their HDWs (e.g., the Romulan HDW was the SaberHawk) all of them are designated HDW in F&E to avoid confusion.

(525.21) PRODUCTION: Each race can produce two HDWs per turn, one replacing a DW (as shown on the production schedule for each race) and the other as a conversion from a DW (or other conversion allowed by the SIT). The Federation and Klingons could produce a third HDW by conversion. The cost of HDWs is on the Ship Information Tables; note that the one fighter factor (more for Hydrans) is paid for at the hybrid rate. Also note that HDWs cannot be produced until the date of availability shown on the SIT for each race.

(525.211) If a HDW is built configured for any mission (525.23) except K-Combat, the cost of the reconfiguration is paid at the time of construction. There is no discount for a "double conversion" (437.0). If an HDW is converted from a DW variant of the same type (e.g., DWS converted to HDW-S) then the extra cost is not charged. Such conversions do not, however, eliminate the cost of the operations groups, so it is not cost effective to convert a DWV into an HDW-V. (Hydran DD variants can be converted into LNHs under this procedure, but Lyrans CL variants cannot be converted into JGPs under this rule.

(525.212) Destroyed HDWs produce the same salvage points regardless of the configuration they were in at the time of their destruction. Destroyed operations groups (525.23) do not produce salvage points.

(525.22) CONFIGURATION: HDWs were designed so that they could be quickly converted to adopt many different roles and missions.

(525.221) HDWs can be built configured for any single mission listed in (525.23) and thereafter reconfigured.

(525.222) To change missions, reconfigurations can be made under (433.2) if the HDW starts the turn at a SB. Alternatively, the HDW can move to a SB of the owning race, pay 3 points of movement (reaction to these three pulses is not possible) and the required EP, and continue movement. The cost to change missions is one EP, except where noted. A SB can make up to three such reconfigurations per turn in addition to other conversions or repairs. Romulan SBs can perform any combination of HDW and Modular reconfigurations, to a maximum of three reconfigurations per turn. When changing missions, the cost of previous mission changes is lost, but any "operations groups" (such as those needed to operate in the PF, carrier, or resupply mode) are released into a general pool held by the supply grid that includes the ship. Romulan HDWs use the HDW system, not the Romulan system.

(525.223) Adopted HDWs and HDWs in Expeditionary Fleets cannot be reconfigured.

(525.224) In the event an HDW (including JGP and LNH) is captured, it is no longer modular and can operate only in the mode in which it was captured. It could be "permanently converted" to any other HDW mode allowed for that ship by a shipyard conversion. The cost would be equivalent to the conversion cost of a war cruiser to that variant. Captured DWs cannot be converted into HDWs.

(525.225) An HDW is in a murky zone between size-4 ships and size-3 ships. As such, special conditions apply. It cannot be used to tow an FRD. HDWs used in battle groups count as size-3 units even though they are actually size class 4; see (315.21).

(525.23) HDW MISSIONS: HDWs can be configured to any of the missions listed below. The configuration of each HDW must be known and noted at all times. To facilitate this, Advanced Operations provides some HDW counters which

have a blank white box in which players can write an identifying number (as they do on carrier group counters in Carrier War); each individual HDW is then recorded on paper as to its current mission.

For all missions except V-Carrier and H-Heavy fighter carrier, the HDW's one fighter factor (more in the case of Hydrans) counts as a hybrid factor (308.533) and can be used in the battle force outside of the three-squadron limit. The hybrid fighter is available in all missions unless noted otherwise in the rules.

Combined Operations (a product due out in the first half of 2003) includes counters to reflect HDW missions.

(525.23C) Command (C): If this mission is adopted, the command rating is increased by four. HDW-Cs were often used to command reserve fleets but were rarely sent into direct combat as they were highly vulnerable.

(525.23D) Drone (D): Adopting this mission converts the HDW into a drone bombardment ship. Add four drone bombardment factors and +1 attack value to the uncrippled ship; these have no effect if the ship is crippled. Only the Kzintis can use this mission for their HDWs.

(525.23E) Escort (E): If this mission is adopted, the ship qualifies as Heavy Escort for a carrier group. This mission can be adopted during the CEDS replacement procedure. The Federation HDW-E does not have the spare fighter of (502.94).

(525.23F) Field Repair (F): Adopting this mission converts the HDW into a field repair ship. This operates like a Repair Tug, but produces only four repair points (five for Romulans, Gorns, and ISC). Each race can operate only one HDW in this mode during any given turn.

(525.23G) Commando (G): Adopting this mission converts the HDW into a commando ship, which is treated as such for all purposes. Add one G ground attack factor to the uncrippled and crippled factors of the ship.

(525.23H) Heavy fighter carrier (H): Adopting this mission works the same way as a carrier (V) below, except as follows:

The HOG (Heavy fighter Operations Group) has 8 combat factors and costs 14 EPs. (The Federation version uses A20s, has 10 combat factors, and costs 18 EPs.)

Each race with HDWs can build one HOG per turn starting with the heavy fighter introduction date (530.223); no race can build a HOG and a POG on the same turn. The Federation can field HOGs on PF2.

When using a HOG, the HDW does not have its one factor of hybrid fighters; their deck space was taken up by the heavy fighters.

Unlike the similar mission P, mission H does not turn the HDW into a scout or give it any EW factors.

(525.23K) Combat (K): Adopting this mission adds +1 to the attack factor of the ship, including the crippled attack factor. JGPs do not get the extra attack factor.

(525.23P) PFT (P): Adopting this mission converts the HDW into a PF Tender. An "HDW PF operations group" (HDW-POG) must be available for this conversion to be made. Each race (see below for Federation) may build one HDW-POG per turn (starting with the second turn of PF production) in addition to any other PF tender limits; there is no overall "in service" limit. A second POG built on a given turn would count against the PFT production limit. Each POG costs 5 EPs (plus the cost of PFs). No race can operate more HDW-Ps at any given time than it has HDW-POGs. If an HDW is destroyed while deployed with a POG, the POG is lost. A POG can be released by one HDW and immediately picked up by any other HDW in the same supply grid. If held in the grid, the POG retains its PFs until reassigned to another HDW. HDW-Ps have the same EW as HDW-S. Conversion from HDW-? to HDW-P costs 1 EP if an HDW-POG is available. The Federation HDW cannot use this option.

(525.23Q) Survey (Q): Adopting this mission converts the

HDW into a survey ship. Each race can only have one HDW-Q in operation at any given time, and it can only be converted and operate off map (i.e., you must send an HDW off the map on a given turn, assign it the survey mission on the next turn, and it will start generating a survey die roll on the turn after that). The Klingon HDW is converted at the Lyran Far Stars starbase. (Lyran JGPs cannot survey; Hydran LNHs cannot survey before Y175.)

(525.23R) Carrier Resupply (R): Adopting this mission converts the HDW into a carrier resupply ship, and it is treated as such for all purposes. An HDW-R carries six replacement fighters. The race must purchase an "FCR Operations Package" (FOP) which costs 6 EP to be able to make such a conversion, and cannot operate more HDW-Rs at any given time than it has FOPs. If the HDW is destroyed, the FOP is destroyed with it. A race can purchase one HDW-FOP per turn above the normal FCR limits, and could purchase a second one as its one FCR for that turn. Races cannot build FOPs until they are able to build FCRs (i.e., until the earliest date for an FCR on the SIT). Federation HDWs cannot carry spare F111s in the FCR role. A FOP can be released by one HDW and immediately picked up by any other HDW in the same supply grid. HDW-Rs are not equipped to be "carrier escorts" and would be considered "ad hoc" escorts if used in that role and cannot use (526.353).

(525.23S) Scout (S): Adopting this mission costs 2 EPs rather than the usual 1 EP for other HDW missions. The ship has two different EW settings:

2 EW points..... Reduce attack factor to 2 points.

1 EW point..... Use printed attack factor.

0 EW points..... If the HDW is crippled.

(525.23T) Transport (T): An HDW can be used as a cargo transport, carrying 5 EPs (442.3). The EPs would have to be unloaded at a stockpile or grid that could hold them before the ship could change missions, or the EPs would be lost.

(525.23V) Carrier (V): If this mission is adopted, the ship is considered a medium carrier (515.23) for purposes of escorts, but could operate as a single-ship unescorted carrier. An "HDW carrier operations group" (HDW-COG) must be purchased which adds +5 fighter factors to the ship; +3 fighter factors when crippled. Each race may build one HDW-COG per turn in addition to any other carrier group limits; there is no overall limit. [A given race could build a second HDW-COG on a given turn, counting this against its normal carrier limits.] HDW-COGs cost 10 EPs (but could be built with up to 5 free fighter factors, each such factor reducing the price by 2 EPs). No race can operate more HDW-Vs at any given time than it has HDW-COGs. If an HDW is destroyed while deployed with a COG, the COG is lost. A COG can be released by one HDW and immediately picked up by any other HDW in the same supply grid. Conversion from HDW-? to HDW-V costs 1 EP if a HDW-COG exists. There is no need to pay the cost of converting the one hybrid fighter on the HDW to "true" carrier status; this is assumed if the COG is in use.

(525.24) LYRAN JAGDPANTHER (JGP): The Lyrans operated two of these multi-mission ships long before HDWs were conceived. It could perform some HDW missions.

(525.241) The Lyrans have one JGP in their at start forces (assumed to be in combat mode at the start of the game), and can substitute a JGP for a CW once per turn beginning in Y169; see SIT for cost. The Lyrans cannot operate more than two JGPs at any one time. (Optionally, the Lyrans and Hydrans could mutually agree to remove the overall limits on JGPs and LNHs.) Unlike the Hydrans with their LNH, the Lyrans do not have the option to replace HDWs with JGPs when HDW production begins.

(525.242) JGPs can be built or configured for the HDW-K (combat, but the JGP does not gain any attack factors as an HDW would), HDW-V (carrier, but *not* H or heavy fighter

carrier), HDW-C (command), HDW-G (commando), HDW-F (field repair), and HDW-R (forward carrier resupply) missions. Mission changes are done in the same way as the HDWs; the limit on SB conversions covers HDWs and JGPs combined. JGPs cannot perform missions not listed in this rule.

(525.243) Carrier (V) mission special rule. JGPs operating in the carrier mode use a standard HDW-COG but have fewer fighters than HDWs (three fighter factors from the COG; there is no hybrid fighter on a JGP; the "missing" fighter factors are simply ignored until needed as replacements; there is no reduced cost). The Lyrans can purchase one HDW-COG prior to Y180; after that time, they may purchase HDW-COGs as per (525.23V). JGPs with Carrier Operations Groups are otherwise treated as HDWs with Carrier Operations Groups.

(525.244) Captured Lyran CLs cannot be converted into JGPs (or BCs for that matter). *Note: The designer of F&E once ran a game publishing company called JagdPanther.*

(525.25) HYDRAN HEAVY LANCER (LNH): The Hydrans operated two of these multi-mission destroyers long before HDWs were conceived.

(525.251) They can substitute an LNH for an LN once per year Y172-Y180, and thereafter can select each turn between LNH or HDW for their allowed HDW builds. (LNHs would be subbed for or converted from DDs, and HDWs would be subbed for or converted from DWs.) LNHs can be built at the Old Colony shipyard once it is able to build DDs.

(525.252) They can operate only two LNHs at any given time prior to Y181. (Optionally, the Lyrans and Hydrans could mutually agree to remove the overall limits on JGPs and LNHs.)

(525.253) LNHs can perform any HDW mission, but cannot be used for Mission Q (survey) prior to Y175. If operated as a carrier (525.23V), the LNH-V would have eight fighter factors (the original three plus the five from a COG). The Hydrans can buy up to two COGs at any time after Y172 to use on their LNHs; and can buy more COGs when HDW production begins.

(525.254) Captured Hydran DDs cannot be converted into LNHs.

(525.3) LIMITED PRODUCTION WARSHIPS

Certain warship types were produced in limited numbers, either for special missions or due to special circumstances. These are defined in this rule. Captured ships cannot be converted into these designs; e.g., a captured Federation CA could not be converted into a CAD.

(525.31) CONTRACTOR PROTOTYPES: Sometimes a new ship class is created as part of a test, and sometimes those tests do not lead to series production.

(525.311) Federation FFB: The Federation held a competition to design a new war destroyer. One design became the DW seen in the game. The other was a variant of the frigate which was not selected for general production. The Federation government authorized construction of a limited number of these ships as part of the design competition, but did not pursue production beyond that point. To reflect this, the Federation receives one FFB at no cost on each of Turns #14, #15, #16, and #17. Starting on Turn #18, the Federation may build one such ship per turn as a substitute for a DW or conversion from an FF, but this will cost the amounts shown on the Ship Information Table. These ships count as DWs for purposes of (303.5) but there must be one actual DW in the group as there was no leader variant of the FFB.

(525.312) Klingon F6: One of the Klingon design bureaus created the F6 design (an enlarged version of the F5) in an attempt to improve the firepower of the fleet while using the smaller shipyards that produced F5s. The Klingon government authorized construction of a limited number of

these ships for evaluation, but did not pursue production beyond that point. To reflect this, the Klingons receive one F6 at no cost on each of Turns #16, #17, #18, and #19. Starting on Turn #20, the Klingons may build one such ship per turn as a substitute for an F5W or conversion from an F5, but this will cost the amounts shown on the Ship Information Table. The F6 is subject to shock (die roll of 12 on 2D6) if it uses its full attack factor of 7, but not if it uses an attack factor of 6. F6s are size-class-4 units but count as Size-class-3 units if used in Battle Groups.

(525.313) Kzinti DDV: When first developing fighters, the Kzintis converted a destroyer into the DDV *Long-Lean*. This ship was used extensively in testing, but proved only that carriers needed to be built on larger hulls and retain weapons. After the larger CV, CVL, and CVE appeared, the DDV was relegated to rear-area duties, such as training, convoy escorts, or anti-piracy patrols. The Kzintis are provided with one DDV counter which is in the off-map Barony Fleet. Historically, this ship was not brought into the theater of battle until very late in the General War (and was destroyed shortly thereafter). The Kzintis may, at their option, bring this ship onto the map at any point after the Barony Fleet is released, but doing so uses three of that year's "free fighter factors". The Kzintis may produce more DDVs if they wish (converting them from DDs or substituting them for CMs) within their normal carrier limit. (The DDV counts as a medium carrier for production purposes, not as a CVE.) The DDV counts as a light carrier for purposes of the required escort, although if no further DDVs are built, the *Long-Lean* does not require escorts. Players will probably use it as a defacto FCR. DDVs cannot be included in CVEGs as their technology is not designed for it.

(525.314) Federation CLV: The Federation converted two CLs into carriers before entering the General War, but found them to be unsatisfactory and replaced them in operational fleets with CVS-class carriers before the Klingon invasion. The two CLVs were relegated to training duty. The Federation player may, however, choose to use these ships in combat. These ships can be "built" at no cost on any turn that the Federation is at war or limited war, but the Federation must either pay for the fighter factors (2 EPs each) or use free fighter factors for each CLV activated. These do not count against the carrier production limit. These ships are treated as medium carriers and require escorts. The Federation may, after entering the war, produce more CLVs by converting existing CLs or as substitutions for NCLs, but these count against the limit of medium carrier construction and would have to be provided with escorts.

(525.315) Hydran DDP: The Hydrans experimented with a DD converted into a PFT, but found the design unsatisfactory and converted existing Pegasus Scouts and Horseman Light Cruisers into PFTs instead. Even so, one DDP did exist and it is presumed to have been a Contractor Prototype. The Hydrans can convert one DD (of any type) into a DDP on Turn #24 or any later turn. This conversion is at no cost and is not counted against other PFT production limits. The Hydrans may, thereafter, build other DDPs within the normal limits and for the normal costs, but only one counter is provided as we assume the Hydran player will find the ship as ineffective as the real Hydrans did.

(525.316) Hydran IC: During the darkest days of the General War, the Hydrans managed to produce a DN-class carrier designated the *Iron Chancellor*. This ship had more fighters than any other ship ever built, but had almost no offensive weapons. While details are unclear, it was apparently built in the Old Colonies Shipyard based on an incomplete hull evacuated from the Hydran capital during the Coalition Invasion. While no bargain, it is the only DN that the Hydrans (or anyone else) can build without a shipyard. See (318.8) for the oversized fighter group.

A: To reflect this unique ship, the Hydran player has the option to produce the IC at any time after the original capital shipyard is destroyed. The ship can be built on the third turn of building a new shipyard (or any later turn), but (if using the limited "Old Colonies" shipyard) only if no other ships (exception: PG and starbase frigate production) are built on the same turn. The cost for the first IC is 9+Fighters. The Hydrans cannot build a second IC until a shipyard is complete; see (525.316B) for how to do it.

B: After a new shipyard is completed, additional ICs could be produced as substitutions for or conversions from Paladins; see SIT for cost. The first IC does not count against the dreadnought production limit but any other ICs would count against the DN and CVA limits.

C: The ship has two squadrons of fighters, one being 6 factors, the other being an oversized squadron with all remaining factors (i.e., up to 14).

D: The Hydrans may, but are not required to, use "free fighter factors" to reduce the cost.

E: If the IC is never built but the shipyard is destroyed and then rebuilt, the "incomplete hull" could be used as a 6-point discount on the purchase of a Paladin within the regular production limits. A Paladin (or other DN variant) cannot be built without a shipyard; the IC can.

(525.317) Hydran Cheyenne: The Hydrans produced one Cheyenne New Heavy Cruiser in Y176, and a second one at a later time, but this variant was not selected for series production. One counter is provided and can replace any Mohawk in the production schedule; no more than one CHY can be in service at any given time.

(525.318) Hydran Pegasus: The Pegasus-class ships are built in a special shipyard owned by the guilds. Starting in Y172, the Hydrans receive one Pegasus-class ship of their choice (PFT only when available) each year at no cost. Other Pegasus-class hulls could be built as substitutes for DDs.

(525.32) UNIQUE CONVERSIONS: A few unusual ships appeared during the General War as a result of being converted from a hull that would not ordinarily have been used for that type of variant.

(525.321) Federation CAD: One Federation CA was converted into this drone bombardment variant due to unique circumstances in which the specific repair facility in question did not have any photon torpedo mounts available. To reflect this, the Federation may convert at any starbase one crippled CA into a CAD at any point from Turn #8 or after. The cost of this conversion is 5 points, which includes the cost of repair and counts as the Starbase's one allowed minor conversion and four of its repair points, and is within the (432.41) limit. If a CAD is destroyed in combat, another crippled CA can be converted during repair as a CAD for the same cost, but the Federation can only have one CAD in service at any given time. The Federation may produce a CAD by converting an uncrippled CA for 3 points.

(525.322) Federation CLD: In similarly unique circumstances, the Federation converted two crippled CLs into drone bombardment ships. To reflect this, the Federation may convert at any starbase one crippled CL into a CLD at any point from Turn #10 or after, and a second one on Turn #12 or later. The cost of this conversion is 4 points, which includes the cost of repair and counts as the Starbase's one allowed minor conversion and uses 3 of its repair points, and is within the (432.41) limit. If a CLD is destroyed in combat, another crippled CL can be converted during repair as a CLD for the same cost, but the Federation can only have two CLDs in service at any given time. The Federation can produce CLDs (within the limits given) by converting uncrippled CLs for 3 points each.

(525.323) Hydran DDS: The Hydrans found themselves, in the first days of the Coalition Invasion, with numerous crippled ships and a desperate need for key types of units. One of

their greatest shortages was scouts, not because the diminutive frigate-based scouts were lost in combat, but because they were not effective against the Lyrans DWS and the Klingon D5S. To resolve this problem, the Hydrans converted two crippled destroyers into DDS scouts. To reflect this, any Hydran starbase can convert one or two crippled destroyers (of any type) into DDS scouts on Turn #6 or any later turn. (Both conversions could be done by the same starbase on the same turn. Uncrippled DDs could be used.) The cost is 3EPs, or 5 EPs if both are done on the same turn by the same starbase (this includes the cost of repair and conversion). This special conversion is limited to two ships total; the Hydran player may build more DDS ships by conversion or substitution within the normal rules. The Hydran player may, at his option, convert uncrippled DDs for the same cost.

(525.324) The Klingon B8 was an unbuilt design combining the boom of an incomplete B10 with the rear hull of a C8. The Klingons may produce such a ship at any time from Turn #20 onward under the following conditions:

1. The B8 replaces a C8 scheduled for that turn.

2. The B8 "uses" an incomplete B10 with at least 20 points toward completion under (436.21); any points above 20 are lost. This incomplete B10 is converted into the B8 and is removed from the B10 program. The B8 costs 6 EPs (in addition to whatever has been spent to date on the B10). While only one B8 counter is provided, the Klingons may produce as many B8s as they choose within the rules provided.

(525.325) Klingon AD6: This was a unique conversion of a damaged D6 into a heavy carrier escort. To reflect this, the Klingons may, on Turn #16 or a later turn, convert one D6 into an AD6. This may be done one of two ways:

A: Convert an existing D6 for 1 EP.

B: Convert and repair a crippled D6, which costs 3 EPs (including both the cost of repair and the cost of the conversion, counting as the one conversion allowed to that starbase that turn and four of its repair points).

The Klingons may only have one AD6 in service at any given time and may produce a replacement by either method if the one AD6 in service has been destroyed.

(525.326) Lyrans DND: This ship was constructed from the pre-fabricated center section of a dreadnought that was to be converted from a heavy cruiser. At any time, the Lyrans can produce a DND (see the Ship Information Table) but doing so prevents them from using either a major conversion or a dreadnought production slot (but not both) for that turn.

(525.327) Lyrans STL: The Lyrans produced one of their dreadnoughts in this mauler configuration early in the General War. To reflect this, the Lyrans can convert one CA or DN into an STL (or substitute an STL for one DN) on Turn #10 or later. Only one STL can be in service at any given time. Due to the heavier hull, this ship was more resistant to shock and suffers shock effects only on a die roll of 6. The ship can use its full attack factor of 12 as a mauler (i.e., "maul" for 12 points instead of the 10 points of an STT).

(525.328) Kzinti DND: The Kzintis converted one dreadnought into a massive drone bombardment platform during the General War. The Kzintis can convert one DN to this design on Turn #10 or any later turn. If a crippled dreadnought is converted, there is no cost other than the repair cost. Only one DND can be in service at any given time; a lost DND can be replaced under these rules.

(525.329) Kzinti CLD: The Kzintis had used drone bombardment versions of their CL in the Four Powers War, but all of these had been lost in combat and were replaced in service by cheaper drone bombardment frigates. When the General War showed a need for more powerful EW platforms, the Kzintis converted some CL hulls into the "forgotten" CLD design. Such conversions are under the usual limits for drone bombardment ships and scouts (432.41).

(525.4) LYRAN DNP AND BCP

The Lyrans fitted some of their DNs and BCs with mech links for casual PFs (524.0) but at least some were converted into "true PFTs" with the inclusion of repair facilities. Because of the unusual nature of these ships, they are covered by this special rule.

(525.41) The BCP is converted from a BC or BCH (or substituted for one) for the cost shown on the Ship Information Table. This counts against the production limits for PFTs.

(525.42) The DNP is converted from a DN or DNH (or substituted for one) for the cost shown on the Ship Information Table. (It cannot be converted from a DNL.) Production of a DNP by any means counts against the limit of PFTs. (A separate DNHP might be added in a future expansion.)

(525.43) True PFT: DNPs and BCPs are true PFTs. They do not have to be escorted, but could be assigned escorts as per (515.43). The ship and its PFs count as one unit for command, just as with any PFT. They were, obviously, very powerful units.

(525.5) NEW CLASSES

Several new classes of ships were introduced in this product, and certain special rules are noted regarding them. More new classes (FCRs, Auxiliary PF Tenders, Logistics Task Forces, Casual PF flotillas, X-ships, and fast warships) are found in various special rules sections.

(525.51) War destroyer carriers, mostly designated DWV. These count against the production of "escort" carriers and are light carriers for purposes of the required escorts. The Gorns and Lyrans can build one per turn (their "escort slot") in addition to other carriers.

(525.52) Heavy Dreadnoughts replace DNs on the production schedule in the year specified for each race, and existing DNs can be converted into DNHs from that time.

(525.53) Battle Carriers (BCVs) are carrier variants of Heavy Battle Cruisers. They count against the production limit for "medium" carriers and count as "medium" carriers for purposes of the required escorts but at the option of the owning player could be counted as "heavy" carriers. The Federation version can operate one SWAC.

(525.54) Battle Control Ships (BCSs) are carrier/PFT variants of Heavy Battle Cruisers. They count against the production limit for "medium" carriers AND against the production limits for PFTs. (Exception: Converting a carrier or PFT into a BCS, where allowed, does not count against the limit of the original type. E.g., converting a Lyran BCP to a BCS counts against the carrier limit but not the PFT limit, as the BCP already counted against an earlier PFT limit.) Alternatively, a player could count them against his SCS limit. Moreover, no race can produce more than one such ship per year by any means. They count as "medium" carriers for purposes of the required escorts but at the option of the owning player (515.44) could be counted as "heavy" carriers. The Federation version can operate one SWAC.

(525.6) ROMULAN DREADNOUGHTS

The Romulans designed several special dreadnought variants during the General War, but production of them was limited. These ships are reflected by these special rules:

(525.61) DemonHawk was a modular DN design that lost the competition with the Condor and never went into production. For a considerable time, the contractor that designed the DemonHawk campaigned in the Romulan Senate for enough money to produce a single ship of this type to prove its value, and while two keels were laid, they were not finished. To reflect what might have happened if the funds had become available, the Romulans can produce one ship of this type

(replacing a Condor). This ship uses the modular rules below (525.64+65).

(525.62) MegaHawk was yet another unbuilt dreadnought, although construction of two hulls was begun during the war. Had the Romulans completed production, each MegaHawk could have replaced a Condor on the production schedule at any time starting with Turn #16. The ship uses the modular rules below (525.64) for one set of modules; the other set are hard-welded standard combat K modules. The Romulans can build only one of these ships unless players mutually agree they can build more.

(525.63) OmniHawk was yet another unbuilt dreadnought, although one of the MegaHawk hulls was completed as an OmniHawk after the General War was over. Had the Romulans completed production earlier, an OmniHawk could have replaced a Condor on the production schedule at any time starting with Turn #18. The Romulans can build only one of these ships unless players mutually agree they can build more. The ship uses the modular rules below (525.64).

(525.64) Modular: The DemonHawk, OmniHawk, and MegaHawk would have had some modular ability if they had been completed. The counters reflect the basic combat (K) modules that would probably have been carried. The ships could (if the Romulan player is willing to keep written records) have used some modules for special missions. These modules would have to be taken from unused modules produced earlier for use by SparrowHawks; the ships use the SparrowHawk modularity rules. (A modular DN could be built with any of the modules below, but production of said modules would count against the relevant limits.) Any reduction in attack factors applies to the uncrippled side only. All of the options are shown on the special chart in the annexes. Rule (515.52) requiring all CVA and SCS to be "produced" in the capital does not apply to a modular DN using existing modules. The possibilities include:

A: This is the standard combat mode seen on the counter. It is actually a K-module but is designated A for convenience.

B: The ship would be treated as a heavy carrier and must have the required escorts for a CVA.

C: Scout modules would have produced an incredible EW platform. See chart for EW ratings.

D: Minesweepers are not covered in F&E.

E: PFT modules would have reduced the attack factor but would have given it the ability to carry six PFs. The ship would not require escorts.

F: Mauler modules could not be carried as they require major changes to the ship's structure.

G: Troop transport modules would have given it two ground combat battalions. If the ship is crippled, it retains one ground combat battalion.

H: Cargo modules would have given the ship the abilities of an SPH. Even SPH modules could not give these ships the abilities of a true TUG.

M: While DemonHawk could not have carried escort modules (unless both players agree to experiment with this conjectural option), MegaHawk and OmniHawk in theory could have. These would turn the ship into a (very) "heavy" escort. No ship can escort itself, so a combination of modules could not produce a self-escorting ship.

N: This module is not used on DNs.

U: This module is used by the Scout Carriers in EcoWar and would have the factors presented there.

(525.65) Demonhawk modules: The DemonHawk would have carried one Skyhawk module as well as the two SparrowHawk modules. It can change both types of modules for a single movement point. Any of the following SkyHawk

module options can be used in combination with any of the options in (525.64); combine any reductions in factors (e.g., carrying both G options reduces the attack factor by 4 but provides three Gs of ground troops).

A: Standard combat mode (K) seen on the counter.

B: The ship would not be treated as a carrier for escort purposes (unless also carrying SparrowHawk-B modules), but the fighters are true fighters not hybrids.

C: PF Tender: This would have provided a flotilla of six PFs. However, due to the lack of support facilities, unless Sparrowhawk-E modules are also carried, the PFs could not react out of the hex of the ship. If both SparrowHawk-E and SkyHawk-C modules are carried, the ship could operate 12 PFs in an exception to several rules and would be known as the Really Evil Demon Hawk or *REDHawk*. (Note that due to PFT production limits, at least one of the modules would have to have been built earlier.)

D: Minesweepers are not covered in F&E.

E: This module cannot be used by a DemonHawk, not even as a conjectural option.

F: A scout module would have produced EW points. If combined with SparrowHawk scout modules, the ship would be the only five-EW scout in the entire F&E game system.

G: A troop transport module would have given it one ground combat battalion "G" (only if the ship is uncrippled).

H: A cargo module would have given the ship the ability to carry 2 EPs.

(525.66) Vulture was an old Romulan Dreadnought which had been in service for decades prior to the General War. Two of them had been converted to warp power and were in service before the time of the game. Counters are provided and all needed information is on the Ship Information Table. The Romulans could produce Vultures in place of Condors but there is no really valid reason for doing so. There are two more (sublight) Vultures in the Imperial War Reserve, but these can only be used if activated. Each one requires a four-point minor conversion to activate.

(525.67) ROC: The Romulan ROC is treated in the same manner as a Lyran DNP (525.42), i.e., it replaces a DN in production and counts against the PFT limit, does not have to be but could be escorted, and it and its PFs count as one unit for command purposes.

(525.7) NEO-THOLIANS

The 312th Battle Squadron of the original Tholian Fleet arrived from the Home Galaxy, were repaired and refitted, and entered combat during the Spring of Y178 (Turn #20).

(525.71) Fleet: The fleet included 12 ships (two NDNs, four NCAs, and six NCLs). These ships are placed (crippled) on the Tholian capital during the Retrograde Phase of Turn #19 (allowing some of them to be repaired during Field Repairs). If the original Tholian capital is held by the Coalition at this point, the Neo-Tholians do not arrive.

(525.72) Status: All 12 ships arrived in a crippled status and must be repaired before they can be used in combat. If the Tholians are not working on a normal wartime economy including (318.5), it is assumed that they repair and activate four ships of their choice each turn at no cost. Neo-Tholian ships cannot be used in Expeditionary Fleets (exception: one NCL at any given time) or adopted by other races.

(525.73) Production: The Tholians cannot produce more Neo-Tholian ships. Any which are destroyed in combat are gone forever. The Tholians can, however, produce one ship per turn (by conversion or substitution) with a web caster. See the Ship Information Table for available types and the cost of

production or conversion. Players could agree to allow further Neo-Tholian production from Y181 as a balance option.

(525.74) Web Casters: The Neo-Tholian ships were fitted with Web Casters, a new weapon not seen in this Galaxy before that time. These ships have a "W" in the special functions position on the counter to reflect this weapon. No more than four web caster ships can perform missions B and/or C (total) on any given battle round. Ships in the formation box can use and can be affected by Web casters. Some ships retain the W when crippled and some smaller ones do not.

Any ship fitted with a Web Caster can, in each combat round, select one of the following special abilities:

A: Use the web caster as a web fist, increasing its attack factor by 2 points.

B: Designate one enemy unit to be affected by cast web, which reduces the attack factor of that unit (including its fighters and/or PFs) by 50%. This would affect a mauler, in that it would maul using the lower attack factor. Scouts are unaffected, carrier escorts function normally, and troop ships cannot function. Each target can only be affected by one web caster ship. Seltorians are not affected.

C: Reduce the battle intensity of an ISC battle force by one point (but not below an intensity of 2). [The ISC are in a future expansion.]

D: This option is used only in a pursuit battle. A pursuing web caster ship provides a -1 modifier to the die roll for capturing a ship, cumulative with other effects. If there are two or more web caster ships in the pursuit force, no further bonus is received beyond the single -1.

E: Each web caster ship could protect one ship (perhaps but not necessarily itself) from being frozen. Such a ship need not be put onto the grid for random selection.

(525.75) Seltorian units are not provided in this product, but will be in a future expansion. Note the effects of rule (604.151) which requires all Tholian ships to return to their home space by the end of Turn #28 to fight the Seltorians. There is an optional rule allowing players to use Orion counters for this, and plans exist to produce Seltorian playtest counters (pending their introduction in a future product).

(525.76) Other NT units: Neo-Tholian NBB battleships, NDD destroyers, and NFF frigates existed in the old galaxy but did not come to this galaxy. They are listed on the SIT for reference but no counters are provided.

(525.8) SPECIAL GORN SHIPS

The Gorns produced many special DN types and variants.

(525.81) DNL: The one Gorn DNL replaced the second Gorn DN on the construction schedule. The Gorns can build more DNLs as substitutions for DNs.

(525.82) DNT: The Gorns may build one DNT as a substitution for a DN or conversion from a DN on Turn #12 (Spring Y174) or later. No more than one DNT may be in service at any given time. This ship counts as a mauler (using all 14 attack factors) due to its two Type-R torpedoes, using its full attack factor. There is no shock effect. It cannot use this mauler effect if protected inside a escorted group such as (318.42) or when using the formation bonus position.

(525.83) DNG: The Gorns may build one DNG commando variant of their dreadnought as a substitution for a DN or conversion from a DN on Turn #14 (Spring Y175) or later. No more than one DNG can be in service at any given time. This ship can be escorted as it is a commando ship.

(525.84) DNC: The Gorns designed a system that allowed CLs to be converted into DNs by the addition of a huge stern module. The Gorns may perform a maximum of one such conversion per year starting with Y177. The DNC cannot be converted into any variants of the DN.

(525.85) CARRIERS: The Gorns designed but never built a CVS or BCV carrier. One counter is provided for each. The Gorns may match each Romulan modular DN (DemonHawk, MegaHawk, or Omnihawk) with a CVS or BCV at their option. This is in addition to the normal carrier production limit.

Rule 525 by Stephen V Cole

(526.0) ADVANCED SUPPORT UNITS

As the General War dragged on, the destruction of bases and devastation of planets left supply networks badly disrupted. New logistics units were needed to supply the fleet.

Note: Certain types of auxiliaries are used by the Federation due to its lack of PFs. Should another race have elected the "Third Way Option" in (502.9), that race would use the Federation system rather than the general PF-based system in each case.

(526.1) MILITARY CONVOYS (MCs)

Most races formed these units to extend supply lines. The military convoy, as opposed to the regular convoy, is better organized and consists of ships that are faster and better armed.

(526.11) SUPPLY POINTS: Military convoys serve as supply points just as Civilian Convoys do (414.1).

(526.111) Unlike Civilian Convoys, Military Convoys within three hexes of a supply grid are a part of that supply grid. In such case, they are Strategic Movement Nodes and could connect two separated supply grids.

(526.112) Military convoys which are 4-6 hexes from a supply grid extend that grid as regular convoys would do but are not part of it and cannot connect two grids, nor are they a Strategic Movement Node.

(526.113) Several military convoys and LTFs could be connected to extend a supply grid considerable distances (526.21).

(526.114) Military convoys are not retrograde points.

(526.115) Military convoys can carry 15 EPs (less than Civilian Convoys) but not when moving by Strategic Movement (same as civilian convoys). See (442.31).

(526.12) MOVEMENT: Military convoys have a movement allowance of 3 hexes per operational movement phase, but otherwise operate as civilian convoys (414.2). In the case of (203.47), a stack picking up a military convoy could move three more hexes (assuming it had that many movement points left when it picked up the military convoy). If it had more than three movement points when picking up the military convoy, it could move up to three hexes, drop off the convoy, and then complete its movement.

(526.13) STRATEGIC MOVEMENT: As military convoys reflect specific armed freighters and naval auxiliaries, they do not use strategic movement as civilian convoys do (414.3). Instead, they use Strategic Movement at a maximum range of 12 hexes per turn.

(526.131) One Military Convoy (and only one) can be moved by Strategic Movement by each race on each turn, and does not count against the Strategic Movement Allowance of the owning race. [By virtue of rule (204.32) it *would* count against any allied grid used as one "ship".]

(526.132) A military convoy cannot be moved by Tugs.

(526.133) A military convoy moving by strategic movement must start and end its strategic movement on an SMN other than itself.

(526.14) CREATION: Military convoys are created as per (414.4), but only one can be built each turn and, if built, counts against the limit of civilian convoys *and* against the limit of Small Auxiliary Carriers created on that turn (but not against the overall limit of SAVs). The cost is on the General Unit SIT. Military Convoys may be created in any turn starting with Turn #14 (Spring Y175). They cannot be created earlier. Civilian convoys cannot be converted into military convoys. Absorbing an SAV into a military convoy when creating it saves the fighter cost, but does not lower the cost of the unit itself.

(526.15) COMBAT: Military convoys function in combat (414.5) as do Civilian Convoys; they have no crippled side. (The counter has the same image on both sides for convenience.)

(526.151) Fighters from military convoys cannot react out of their hexes and do not block or open supply routes. Fighters from a military convoy do not count against the three squadron limit (302.334).

(526.152) Military convoys can be assigned escorts as civilian convoys can by (515.43). A military convoy can have up to three escorts, of which two could be "heavy" escorts.

(526.153) Military convoys cannot be captured.

(526.154) A casual PF flotilla (524.0) cannot be assigned to a military convoy.

(526.2) LOGISTICS TASK FORCES (LTFs)

These units were created only by the Federation, which operated two of them. (LTF-1, known as *Brother Love's Traveling Salvation Show*, was on the Klingon Front. LTF-2, known as the *Rambling Wreck from Star Fleet Tech*, supported the Romulan Front.) Only the Federation can create Logistics Task Forces even if another race adopts the 3rd Way.

(526.21) SUPPLY POINTS: LTFs serve as supply points if they are within six hexes of a supply point. Note: As LTFs are also X-bases, they have extended supply radiuses for X-ships and from X-bases; see (523.23).

(526.211) Uncrippled LTFs within six hexes of a supply point (and crippled LTFs within three hexes of a supply point) are a part of the supply grid, not an extension of it. As such, they are also Retrograde points, Strategic Movement Nodes, and could connect two separated supply grids.

(526.212) Crippled LTFs within four-six hexes of a supply point have the supply capabilities of convoys and are not valid strategic movement or retrograde points.

(526.213) While LTFs have some aspects of bases, they cannot form a partial supply grid and gather income as a base could. They cannot carry EPs as a convoy could, nor can they host a satellite stockpile (413.45) of EPs.

(526.22) MOVEMENT: LTFs have a movement allowance of 3 hexes per Operational Movement phase, but otherwise operate as civilian convoys (414.2). Being crippled does not affect LTF movement.

(526.23) STRATEGIC MOVEMENT: As LTFs reflect specific ships and naval auxiliaries, they do not use strategic movement as civilian convoys do (414.3). Instead, they use Strategic Movement as military convoys (526.13). One LTF can be moved by Strategic Movement each turn, and counts against the Military Convoy limit of any and all races whose grids are used. An LTF can count itself as the starting node

for strategic movement but not for the ending node.

(526.24) CREATION: LTFs are created in the Production Step. LTFs can be created only by the Federation, which can have no more than two LTFs at any given time. One can be created on Turn #20 (Spring Y178) or any later turn and the second LTF two turns after the first. Thereafter, one may be created each Spring turn, but ONLY if one or both existing LTFs have been destroyed.

(526.241) To create an LTF, the Federation player must assemble in a single hex (which must be a Strategic Movement Node) certain units listed below. These units must be in the hex at the start of the Production Step or must be built in that hex during the same Production Step.

(526.242) The required units to create an LTF include: one FRD, one Tug, one LTT (or a second tug), a military convoy, one FCR, and two standard warships (one size-3, the other size-3 or size-4). Forming the LTF also costs 10 EPs. Creation of an LTF removes one repair ship from those available for the Federation to use. (A Repair Tug or HDW-F cannot be used for this requirement.) The FRD cannot be carrying fighter modules (441.433) as those spaces are needed for supplies.

(526.243) LTFs cannot have "escorts" in the sense of rule (515.0) but attacking them would require approach battles as with any base.

(526.244) If an LTF is destroyed, the owner can replace the lost repair ship for five EPs at the start of the next Field Repair Step.

(526.245) Once created, an LTF cannot be disbanded. It is an unbreakable group.

(526.246) An LTF cannot be created from crippled units, captured units, non-Federation units, or mercenary units.

(526.247) Certain variants of the two standard warships required by (526.242) could be used, including escort, drone bombardment, and scout variants. However, these would lose all of their special abilities upon being absorbed into the LTF.

(526.25) COMBAT: LTFs function in combat as bases. The Federation had no capability to create independent F111 units, and so could not assign them to LTFs in the way PFs are assigned to bases.

(526.251) Fighters assigned to LTFs cannot be transferred to other units unless the LTF is destroyed. Fighters assigned to LTFs cannot react out of their hex and do not block or open supply routes.

(526.252) If an LTF is destroyed, all of the component units (526.24) are also destroyed and could be replaced.

(526.253) Maulers cannot use their special abilities in attacks on LTFs. SAFs cannot be used against LTFs. There is no way to attack individual ships or capabilities of an LTF.

(526.254) SIDS can be used against LTFs, requiring six SIDS steps to cripple an LTF and three to destroy a crippled LTF. Commandoes cannot score SIDS on an LTF. SIDS can be voluntarily self-inflicted to resolve 4.5 damage points. Single-ship combat against an LTF produces one SIDS step.

(526.255) SFGs cannot be used against LTFs because an LTF consists of dozens of units over an area much greater than the range of an SFG.

(526.256) LTFs are considered a "base" in combat and do not take up a command slot in a battle force. LTFs have a command rating of zero.

(526.257) Logistics Task Forces cannot be captured.

(526.258) A crippled or SIDS-damaged LTF can be repaired in the hex it is in during the Repair Phase (Step 2A) at a cost of 3 EPs per SIDS with a maximum of four SIDS steps repaired each turn. This does not require a repair ship, FRD, base, or any other facility or unit. A damaged LTF cannot move on a turn it is being repaired, but does not have to be repaired in order to move. An LTF being repaired in this

manner has a reduced ability to repair other units. For each SIDS repaired, reduce the repair factor by 3 and the field repair factor by 2 (562.261).

(526.259) LTFs retreat as "slow" units (302.742).

(526.26) EFFECT: LTFs have several effects. They are supply, retrograde, and strategic movement points (526.21).

(526.261) LTFs can generate 12 repair points in the field repair phase and 24 more points in the normal (Step 2A) repair phase. (Crippled LTFs produce 6 and 12 repair points, respectively.)

(526.262) LTFs have 24 spare fighters (treated as an FCR). Crippled LTFs have only 12 spare FCR fighters. In Spring Y181 this changes to a capability to carry 18 spare fighter factors and 9 factors of F111s; a crippled LTF would have 8 spare fighter factors and five spare F111 factors. Any surplus spare fighters at the time of the changeover are traded for F111s under (442.13). Spare F111 factors must be purchased and handled under the rules for F111s (527.25). These stored spare fighters can be (as per any FCR) transferred to any Federation ship in the hex able to use them.

(526.263) LTFs cannot repair bases.

(526.264) LTFs count as X-FRDs (FRX) for purposes of repairing X-ships (523.453) and are the only FRXs which the Federation can use.

(526.3) CARRIER RESUPPLY SHIPS (FCRs)

The need to keep carriers resupplied with fighters and consumable stores (drones, plasma-Ds, chaff packs, booster packs, spare parts) required dedicated support ships. Known as Forward Carrier Resupply ships (FCRs), these were generally modified frigates or destroyers designed to carry disassembled fighters and other cargo. [While known as Fast Carrier Resupply ships in SFB, the use of the word "fast" in the title does not mean that these ships have the special movement abilities of fast warships (525.1). The designation was meant to imply that these were faster than the freighters which normally carried such replacement fighters.]

(526.31) FIGHTERS: Each FCR has a fighter strength in square brackets. The ship can transfer these fighters to carriers in the same hex (and of the same race) at the end of each Combat Round and in the Retrograde Step, but cannot operate the fighters itself.

(526.311) The fighters do not count for pinning purposes, or to open or block supply.

(526.312) Fighters cannot be transferred to the FCR except by the resupply system (526.33) below.

(526.313) Hydran FCRs could transfer fighters to Hydran hybrid warships; there is no difference in transferring to a true carrier or hybrid warship. (For that matter, any FCR can transfer fighters to a hybrid carrier/warship of the same race.)

(526.314) Klingon FCRs can provide fighters to Lyrans carriers and vice versa (since they use the same fighters). This includes any hybrid warship/carriers such as HDWs.

(526.315) An FCR located with a base could replace fighters lost from an Independent Fighter Squadron sent from that base.

(526.32) MOVEMENT: FCRs move as standard warships with a movement allowance of six hexes per turn. They can use Reserve, Strategic, Retrograde, and Retreat movement as any other ship.

(526.33) RESUPPLY: Forward Carrier Resupply Ships receive replacement fighters up to their capacity during the Retrograde and Production Steps just as carriers do (501.5).

(526.34) CREATION: Each race can build one FCR per turn, either by substitution or conversion for the appropriate hull type. (The Lyrans, Tholians, and Gorns are limited to one per year.)

(526.341) The date of availability of each FCR (most races only have one type) is shown on the Ship Information Table.

(526.342) The build cost and conversion cost is shown on the Ship Information Tables. FCRs can use "free fighter factors" as part of their construction, but each free fighter used counts for one (not two) of the FCR's stored fighters. Production of FCRs counts against any limit on carrier escorts produced.

(526.343) FCRs based on frigate hulls could be produced by Starbases under (431.5) under the above limits. FCRs based on DW hulls could be built by starbases from Y178 (442.53).

(526.35) COMBAT: FCRs function in combat as any other warship, but uncrippled FCRs are also qualified as carrier escorts and so receive the extra damage point under (308.111) if part of a Carrier Group. (A crippled FCR could not be put into a carrier group except as an *ad hoc* escort, but if it was put into a group while uncrippled it could remain there with all escort privileges if crippled. This is why the FCR counters do not have escort marks on the crippled side.) FCRs could be captured and if captured could be continued in service as an FCR.

(526.351) All FCRs are considered "small" or "light" escorts. They are key targets and using them as carrier escorts is a dangerous and desperate mis-use of resources.

(526.352) FCRs which transfer fighters to carriers are not considered to be "supporting" a battle force (302.35) and as such cannot be targeted by directed damage.

(526.353) To reflect their ability to serve as an emergency escort in desperate conditions, one uncrippled FCR could be added to any carrier group during the Combat Phase (during which carrier groups cannot otherwise be formed, reformed, broken up, reinforced, or have ships removed from or added to them). Such an FCR would be treated as the innermost escort *not* as the smallest (308.111). It could replace a lost escort or be considered the one additional escort allowed. Once added to a carrier group, the FCR could not be removed from it until the end of the Combat Phase. (Chuck Strong)

(526.354) Gorn FCRs were sometimes used to support Marine attacks. To reflect this, whenever the Gorns are conducting an attack under (308.87), they can count up to six fighter factors taken from an FCR in the hex as part of the 50 required attack factors. The FCR cannot be attacked unless it is part of the battle force. The fighter factors used are regarded as expended and would have to be replaced in the normal way. (Trent Telenko)

(526.355) An FCR (whether as an escort or not) destroyed in combat cannot be replaced through the CEDS process, but if crippled could be retrograded and repaired.

(526.36) FEDERATION FCRs cannot carry F111s as these are (even when disassembled) too large. Variants of the DW (designated FCF) were produced to carry F111s in an FCR mode; see (527.25).

(526.4) AUXILIARY PFTs

Once PFs came into use, converted freighters were used as Auxiliary PFTs to increase the number of platforms that could operate these fast gunboats. PFs operating from auxiliary tenders were as capable as any other PFs, but the ship itself was slow and vulnerable. Auxiliaries were primarily used in defensive and support roles, or to patrol relatively quiet areas. Auxiliaries also served as defacto sources of spare PFs for transfer to main fleet units. There were two types of these, large (LAP) and small (SAP). Both carried one PF flotilla, but the SAP had problems operating them to full

effect (526.442). See (526.45) for the Federation corollaries, which are designated LAH and SAH.

(526.41) PRODUCTION: Races can begin production of Aux PFTs on the same turn as they can produce regular PFTs, (i.e., the second turn of PF deployment for that race). Production of Aux PFTs counts against the production limits for Aux CVs of the same size for each turn (442.9). Aux PFTs do not count against the production limits of PFTs. Some scenarios provide Aux PFTs in their starting forces. Limits in service at any given time (in addition to the limits for other types of Auxiliaries) are as follows:

Race	Small	Large
Klingon	6	3
Romulan	6	3
Lyrans	8	4
Federation†	4	2
Kzinti	6	3
Hydran	6	3
Gorn	6	3
Tholian	2	1

† These have F111s unless using the non-historical option in which the Federation builds PFs.

(526.42) COMBAT: Auxiliary PFTs participate in combat as any other auxiliary ship.

(526.421) Auxiliary PFTs could send their PFs forward into a battle force as per (302.563) but would in such case be vulnerable to directed damage at 3:1.

(526.422) Auxiliary PFTs can be provided one or two escorts under the terms of (515.43).

(526.423) Auxiliary PFTs (and Auxiliary SCSs) cannot be captured as they are non-ship units (305.11).

(526.424) Large Auxiliary PFTs (LAPs) have two EW points. Small Auxiliary PFTs (SAPs) have one EW point. There is no reduction in their combat factor. If crippled, they have no EW ability.

(526.43) MOVEMENT: Auxiliary PFTs have a movement allowance of three hexes per turn. Auxiliary PFTs can enter hexes containing enemy units.

(526.431) Auxiliary PFTs are slow units in retreat (302.74).

(526.432) Auxiliary PFTs can use Strategic Movement but only for a maximum of 12 hexes per turn.

(526.433) Auxiliary PFTs can use Operational, Reserve, Retrograde, and Reaction movement. While they can react to the movement of an enemy unit two hexes away (205.3) they can move only one hex per turn by reaction movement. LAPs could move one hex by reaction movement and then send their PFs (and fighters if an AxSCS) on the second reaction movement pulse. SAPs cannot send their PF factors (and SAHs could not send their F111s) to an adjacent hex (526.442).

(526.44) SIZES: There are two sizes of Auxiliary PFT. Those based on large freighter hulls are designated LAP and those on small freighter hulls as SAP.

(526.441) PFs based on LAPs can use reaction movement to leave the hex of their Auxiliary PFT. PFs based on LAPs count for blocking and unblocking supply. LAPs can be assigned two escorts under (515.27) as PFTs are limited by (515.43).

(526.442) PFs based on SAPs cannot use reaction movement to leave the hex of their Auxiliary PFT and do not count to block or unblock supply. (SAPs are limited because their small size limited the amount of maintenance they could provide to their PFs.) SAPs can be assigned two escorts under (515.27) because of the limit in (515.43).

(526.45) FEDERATION: The Federation operated versions of the Auxiliary PFTs (LAH, SAH) to carry heavy F111 fighters. These are treated as Auxiliary PFTs in all regards, except that they will use the F111 resupply system (527.1) and their attrition squadron has only the nine combat factors of an F111 squadron and not the twelve combat factors of a full flotilla of PFs. Note that they are under the AuxPFT escort limits not the AuxCV escort limits of (515.27).

(526.46) AUXILIARY SPACE CONTROL SHIPS: All races operated large auxiliaries known as Auxiliary Space Control Ships (ASC on the counters) which carried a squadron of fighters as well as a Flotilla of PFs. These units count against the limits for large auxiliaries (both produced and in service; they could take the place of an LAV or LAP). Each race can operate one ASC in addition to those which are replacing LAVs and LAPs. Otherwise, they operate as LAPs but can have the escorts of LAVs. (The Federation ASC includes one squadron of F111s and one squadron of F18s for a total of 15 points. Due to crowding, its scout diamond ♦ is on the top line rather than in the middle line.)

(526.47) FREE PRODUCTION: As part of the initial free deployment of PFs (502.6), certain races receive free Auxiliary PF tenders on scheduled turns. These include the Federation, Klingons, Romulans, Kzintis, Gorns, Hydrans, and Lyrans.

PF1 Turn: One free SAP. (Feds get SAH.)

PF2 Turn: one free LAP. (Feds get LAH.)

PF3 Turn: one free ASC.

These ships come fully loaded with PFs and fighters at no cost.

(526.5) AUXILIARY DRONE BOMBARDMENT SHIPS

The Kzintis, and only the Kzintis, produced auxiliaries designed for drone bombardment. Built before the General War, the Kzintis assumed (incorrectly) that the front line would not advance or retreat faster than an auxiliary, so such ships would be useful. In practice, these ships were caught during the Coalition Offensive or destroyed over the capital. More were built in the late Y170s to help make up for the lack of PFs. (Jim Cummins)

(526.51) PRODUCTION: Production of AuxDs counts against the production limits for AuxCVs of the same size (442.9).

(526.52) COMBAT: Auxiliary-Ds participate in combat as any other Auxiliary, or as bombardment platforms.

(526.521) Auxiliary-Ds provide drone bombardment support to a battle force as per (309.0) and in such case are vulnerable to directed damage at 3:1 as would any other drone bombardment unit. Because of their copious cargo holds, AuxDs do not pay for drone bombardment. This partly explains their high cost.

(526.522) Auxiliary-Ds cannot be escorted (515.43).

(526.523) Auxiliary-Ds cannot be captured.

(526.524) Auxiliary-Ds receive the benefits of (318.13), which will increase their drone bombardment factor.

(526.53) MOVEMENT: Auxiliary-Ds have a movement allowance of three hexes per turn. Auxiliary-Ds can enter hexes containing enemy units.

(526.531) Auxiliary-Ds are slow units in retreat (302.74).

(526.532) Auxiliary-Ds can use Strategic Movement but only for a maximum of 12 hexes per turn.

(526.533) Auxiliary-Ds can use Operational, Reserve, Retrograde, and Reaction movement. While they can react to the movement of an enemy unit two hexes away (205.3) they can move only one hex per turn by reaction movement.

(526.54) SIZES: There are two sizes of Auxiliary Drone ship. Those based on large freighter hulls are designated LAD and those on small freighter hulls as SAD. All relevant data is on the Ship Information Tables.

(526.6) ADDITIONAL PODS

(526.61) Space Control Pods: Three races (the Klingons, Lyrans, and Kzintis) operated these huge pods which combined carrier and fast patrol ship capabilities. These are carried as Tug Mission Q.

(526.611) A race is able to produce space control pods starting on the third turn of PF introduction. A race can build no more than one ship-set of SCS pods per year and cannot have more than one in service at any given time. These are in addition to PFT and carrier pods.

(526.612) These pods are actually double-sized, or more correctly, are two pods in the normal side-by-side positions on those tugs with the space between them partially filled with additional structural elements. A Klingon or Kzinti tug carrying a space control pod cannot carry any other pods and is considered an overloaded tug (517.4). The Lyran tug is not overloaded in this configuration.

(526.613) Space control pods have two EW points and increase the tug's command rating. It requires the escorts of a CVA or SCS.

(526.62) PF transport pods: Many races operated special tug pods to transport spare PFs as cargo under Tug Mission P.

(526.621) Races can build one PTP (PF Transport Pod) on the third turn of PF deployment, and can thereafter build one such pod per turn. Races are limited in the number of such pods they may have in service:

Lyran (Pod, K-type): 4

Lyran (Pallet, L-type): 1

Klingon, Kzinti: 4

Federation, Gorn, Hydran: 2

Romulans, Tholians: 0

Note that in the case of the Klingons, Kzintis, and Lyran K-types, some of the counters reflect pairs of two such pods. Players could use these as single pods by using Ship # counters.

(526.622) Each PTP can carry spare PFs which it could transfer to bases, PFTs, or CPFs. It cannot operate these PFs. The number of PFs which can be carried varies race by race:

Hydran, Gorn, Lyran-L-Pallet: 12

Lyran-K, Klingon, Kzinti: 6

Federation: 18 F111 factors.

(526.623) As the Federation PTP (properly called a VHP) uses fighter factors rather than PFs, the Federation player uses a purchase and replacement system based on which F111 system he is using:

A: If using annuities, pay 18 EPs for the F111 annuity.

Those transferred out are replaced in the same way as FCRs do.

B: If using pay-as-you-go, buy F111 factors for the pod as you need them.

In either case, the pod itself costs 3 EPs.

(526.624) Lyran Tugs/LTTs can carry Klingon PTPs and Klingon Tugs/LTTs can carry Lyran KPTPs but in each case the pod carries PFs of the same race as the pod, not the tug.

(526.63) Scout Pods: The rules for these are under Scouts. See (317.5).

Rule 526 by Stephen V Cole

(527.0) FEDERATION F-111 SPECIAL HEAVY FIGHTERS

The Federation never built PFs as most other races did, preferring to rely on improved carrier battle groups and more fighters. One part of their "Third Way" was the use of F111 special heavy fighters. These were first used by the two NVHs produced before PFs were invented, but their use became widespread after other races moved to produce PFs.

(527.1) UTILIZATION

Federation F111 squadrons comprise six fighters and total nine combat factors. These are shown as fighter factors on the various ships (counters) that deployed such fighters.

(527.11) FACTORS: While each F111 is actually 1.5 factors, for the sake of simplicity these are accounted for simply as factors. Thus, a squadron might lose two factors (resulting in a 7-factor unit) even though there is no way to account for that strength in "whole fighters".

(527.111) For pinning or other purposes, 9 factors is one ship equivalent, 5-8 are a half of a ship equivalent, and less than 5 factors has no effect.

(527.112) For command purposes, 1-9 factors of F111s is one ship equivalent (if used as an independent squadron).

(527.12) NOT INTERCHANGEABLE: F111 factors and other Federation fighter factors are not interchangeable. Carriers with F111s cannot transfer those factors to ships not equipped to carry F111s, and cannot accept the transfer of non-F111 fighter factors. Thus, an NVH and a CVS in the same hex could not exchange fighter factors, just as a D6V and a D6P in the same hex could not exchange fighters/PFs.

(527.13) COST: The standard rules treat F111s as any other fighter. That is to say, an NVH is built with a lifetime annuity of F111s, costing 2 points per factor. (This makes an NVH expensive as the Federation must pay 18 EPs for the F111s.) Free fighter factors can be used.

See (527.16) for an alternative cost system.

(527.131) The F111s on Auxiliaries pay the full price and not the discounted auxiliary price.

(527.132) An isolated starbase could produce up to nine F111 factors on a given turn under (431.23) and (502.431).

(527.14) BASES: Instead of simply doubling the number of fighters on Federation bases on the dates provided in (502.91), the Federation instead receives squadrons of F111s as per (502.62) which are deployed on bases. [PDUs simply double the number of fighters at no cost; they do not use F111s.]

(527.141) Each starbase receives two squadrons, each of nine F111 factors; partial squadrons cannot be deployed although combat losses and replacements might result in a partial squadron. Each battle station receives one squadron of nine F111 factors.

(527.142) As per (502.62), those free F111 units which cannot be placed on bases are placed in the replacement pool.

(527.143) Under the standard rules, the Federation must pay one EP for each point of F111s received for bases to reflect the replacement annuity, up to a maximum of 50 EPs even if they have more than 50 F111 points. The Federation may use a separate deficit spending account for this cost which is to be repaid at a rate of at least 10 EPs per turn. If using the pay-as-you-go option (527.16), then the initial F111s are free and each replacement must be paid for at 0.25 EPs per factor.

(527.15) CAPTURED PFT: If the Federation were to capture a PFT, it could convert this ship to carry F111s. This would cost the standard two points for converting a foreign ship plus the F111s. Similarly, a Federation ship able to carry F111s which was captured by an enemy could not be used as a carrier but would be converted to carry PFs.

(527.16) COST OPTION: The Federation player may, at the time the first unit capable of carrying F111s is built, elect to use an alternative system in which each individual F111 factor is purchased for 0.25 EPs, in which case the purchase of replacement F111s is handled in the same manner as the purchase of replacement PFs. See (442.22) for use of free fighter factors. In this case, the discount for NVH construction covered by (440.1) is changed to a stockpile of 36 F111 factors. In this case, FCFs (527.25) are built without any F111s and use purchased fighters as any PFT would use PFs. All F111 units must use the same replacement system, either (527.13) or (527.16).

(527.2) CARRIERS FOR F111s

(527.21) NVH: The principle ship carrying F111s was the NVH class. Two of these ships were built (under special rules) in *Carrier War*, in the Spring of Y177 and Y178. These were the *Ise* and the *Hyuga*. The special discount rules (440.1) remain in force for those two carriers but are NOT utilized for other NVHs. (Note: Historically, one of the two NVHs carried F111s and the other A20s. As the A20 is not represented as a distinct unit in F&E, being subsumed into the overall fighter factor concept, this historical detail is overlooked and both original NVHs are assumed to carry F111s for simplicity.) The Federation may include NVHs in CVBGs or CVEGs (318.43). The two original NVHs must be escorted as medium carriers until the Spring of Y180. From that time, the Federation may operate its NVHs as escorted medium carriers or as unescorted single-ship carriers (or some of each). Note that an NVH (unlike other carriers capable of functioning in either mode) which is designated at the start of the Combat Phase (Y180 or later) as having escorts could not be converted to a single-ship carrier during that same Combat Phase.

(527.22) FURTHER NVH PRODUCTION: Additional NVHs can be built starting in the Spring of Y180 (with the *Trudeau*), counting against the limit of PFTs which can be built. That limit is two per turn (432.42), one as a substitution for an NCL and one as a conversion. Neither count against the limit on carrier production; they technically count against the Federation PFT limit (which is the same as the Klingons).

Note: Normally a race cannot begin building PFTs until the second turn of PF introduction, which would be F181, but the Federation began producing more NVHs ahead of this normal schedule because it already had the ship in service.

(527.23) BCS: The Federation also produced BCS-class ships carrying a half-squadron of F14s and a full squadron of F111s. The two elements (four points of F14s and nine of F111s) are not interchangeable. A BCS which had run out of F111s and could not get more would not be able to operate more than four fighter factors as it could get F14s out of the general supply system (limited to 3 points if forced to use the "nominal" strength). The BCS is produced under the limits of (525.54). These "half squadrons" count as half a ship equivalent for pinning purposes.

(527.24) AUXILIARIES: The Federation operated special auxiliary carriers with F111s (526.45). These are designated as LAH, ASC, and SAH (see the Ship Information Tables). They cannot exchange fighter factors with other carriers (unless those carriers also have F111s) and can only carry

F111 factors. The Federation can build one LAH and one SAH (total) in Y178-179; normal production begins in Y180.

(527.25) FCF: The Federation constructed modified war destroyers designated FCFs which were used to support NVHs in the same way that FCRs supported other carriers. These cannot carry normal fighter factors, only F111 factors. The Federation can build one of these ships for each of the two original NVHs, and can then produce more of them (counting them against the FCR limits) starting in Spring Y180. The Federation also operated pods (526.623) and (527.28) to carry spare F111 fighter factors.

(527.26) CF1: The Federation is allowed three casual F111 squadrons. These can be purchased on Turns #28, #30, and #31 for 9 points each (including the original F111s and the annuity for them). If using the pay-as-you-go option, the CF1 unit costs 3 points, plus the cost of whatever F111s are assigned to it. (The fourth squadron is on the GVX, which is available on Turn #29.)

(527.261) CF1s are treated as CPFs (524.0) for the various rules, but cannot be assigned to ships. They are moved between bases by free strategic movement. If assigned to a base which is destroyed, any CF1 could be relocated to another Federation base within four hexes. If assigned to a PDU, they cannot be moved but could be destroyed or disbanded. If the PDU with a CF1 is destroyed, a new CF1 could be purchased on the next turn to replace it and assigned within the rules.

(527.262) As there was no way to carry casual heavy fighters, these can be based only on bases or PDUs. (For this purpose, a monitor can be considered a base but not if the monitor has an SCS pallet.) Each base or planet can have one CF1 at any given time. None of these could be used by FRDs, X-ships, or by raiding ships. They could be used by MBs or Operational Bases, but not by "civilian bases" which might be added in a future expansion.

(527.27) GVX: The Federation produced one X-ship capable of carrying F111 fighters. This ship, the GVX *Field Marshal Colin Powell*, can be produced on Turn #29 or any later turn. See the ship information table; it is a X-variant of the SR/CVL. It is a single-ship carrier and does not require escorts, but could be escorted as a medium carrier, but only by X-ships (523.352). While only one ship of this class can be in service at any given time, it can be replaced if lost in combat. This ship and its F111s can be used on raids as a PFT would be. This ship was a variant of a survey ship but for purposes of F&E is not a survey ship.

(527.28) PODS: The Federation produced several pods related to the F111 program.

(527.281) Star Fleet used VHP pods (526.623) to carry spare [inoperable] F111s just as other races produced tug pods to carry spare PFs and spare heavy fighters. It can build one such pod on Turn #21 (Fall Y178) or later and the second on Turn #22 (Spring Y179) or later.

(527.282) Star Fleet deployed HFP pods which could operate a squadron of F111s. The Federation can build two such HFP pods, one on Turn #26 (Spring Y181) and the other on Turn #28 (Spring Y182).

(527.3) OTHER RACES

Should another race adopt the "Third Way" under the option provided in (502.9) it would be allowed to use all of the above rules. Counters are not provided, and many minor details are left to the players. For historical accuracy, heavy fighters used by non-Federation players are limited to 8 rather than 9 points per squadron of six.

Rule 527 by Stephen V Cole

(528.0) KLINGON PENAL SHIPS

Unique among the races in SFB, the Klingons regularly employed penal ships as part of their forces. Penal ships were crewed by those personnel who had committed some violation or failure, and were given a chance to redeem themselves by such service. Penal ships were routinely assigned the most unpopular or uncomfortable tasks, and in wartime were used for special missions which no fleet could ask a crew to volunteer for. Casualties among penal ships and their crews were high, but for these men and women, there was nothing to lose and everything to gain. The alternative to the extremely risky duty on a penal ship was execution or a lifetime of backbreaking labor in a penal colony. Ironically, service on a penal ship was (if one survived) something of an honor, since it meant that the individual was worth giving a chance and had proven that the chance was not wasted.

(528.1) PENAL SHIP DEPLOYMENT

(528.11) D6J: The original OB for the Klingons includes one D6J each in the Northern, Western, and Eastern Fleet. [Note: Only two D6J counters are provided; use a Ship-# counter until one D6J is lost and replaced with a D5J.] These D6Js are added to the starting Order of Battle.

(528.12) F5J: The original OB includes one F5J each in Home Fleet, Northern Reserve Fleet, Southern Reserve Fleet, and the Tholian Border Squadron. These are shown on the starting Order of Battle (703.0).

(528.2) PENAL SHIP PRODUCTION

(528.21) PRODUCTION: The production of Penal ships by any and all means is severely limited to one cruiser and one frigate per year, and as to the number in service (528.27). The Klingons are never required to produce penal ships but will pay a penalty if they do not have the required number of penal ships in service and fail to build one.

(528.211) Each Fall Turn, the Klingons may produce a maximum of one penal cruiser, either a D6J or a D5J, by any means. If the Klingons have less than three penal cruisers at the start of the Production Step of a fall turn, they *must* produce one penal cruiser during that step or pay a penalty of 5 EPs.

(528.212) The Klingons may also produce a maximum of one F5J by any means on each Spring Turn. If the Klingons have less than four F5Js at the start of the Production Step of a Spring turn, they *must* produce one F5J during the Production Step or pay a penalty of 3 EPs.

(528.213) Penal ships which are destroyed, interned, or captured are no longer in service and hence must be replaced. If a captured penal ship is recaptured, it would be treated as a standard (non-Penal) unit unless this happened under (305.21) in which case the recaptured ship would still be a penal ship. See (528.344). Interned ships might be released by various rules. Either the recapture of a penal ship or the release of an interned penal ship could cause the Klingons to temporarily violate (528.27) in which case the surplus ships must be sent to the capital and remain inactive as long as they are surplus.

(528.22) COST: The cost of a Penal ship by new production is one point more than the cost of the standard ship.

(528.23) CONVERSION: The cost of converting a standard warship to a Penal ship of the same hull type is one point. Penal ships cannot be converted into other variants or unconverted into a basic hull.

(528.24) DAMAGED penal ships must be repaired as soon as possible. For every unrepaired penal ship the Klingons have at the end of the Production Step, they pay a penalty of 2 EPs.

(528.25) CAPTURED: If a penal ship is captured, it is treated by the capturing race as a standard warship of the base hull type and has no penal abilities. Captured ships cannot be converted to penal variants.

(528.26) BG: Penal ships cannot be part of Battle Groups.

(528.27) LIMIT: The Klingons may never have more than four F5Js in service at any given time, including cripples. The Klingons may never have more than three penal cruisers (D6J or D5J) in service at any given time, and never more than two of either type, including cripples, after one of the original three D6Js is lost.

(528.28) PENAL PFs: Two Penal PF counters (PPF) are provided. These can be used as CPFs (524.0), but can perform all penal missions below and are under all other Penal rules. These can be built in any turn starting with Turn #23 (in place of a CPF). The combat factors are not reduced by the penal status. Penal CPFs count against the limit on penal cruisers but *not* against the limit for CPFs. PFs cannot be transferred into a PPF; losses can only be replaced by purchasing new PFs during the Economic Phase once per turn. *Designer's note: The penal ships are a powerful special tool, and are limited because they are difficult to replace. If a PPF could be refilled with standard PFs, then it would be used in a dozen or more combat rounds in a given turn even if wiped out each time, something no other penal unit can do. This would be too powerful. Historically, it reflects that the penal system only generated a certain number of personnel each year.*

(528.3) PENAL SHIP RESTRICTIONS

Penal ships are under several restrictions, but except as noted here operate as standard warships.

(528.31) STRENGTH: As is seen on the counter, Penal ships have one less attack factor than a standard ship of the basic hull type. Penal CPFs are at full strength.

(528.32) NO VARIANTS: By definition of the fact that there are no penal variants, penal ships cannot be scouts, SFG ships, carriers, etc.

(528.33) COMMAND: Penal ships have a command rating one less than a standard ship of the basic hull type. Penal ships do count against command limits.

(528.34) OTHER LIMITS

(528.341) Penal ships cannot use the formation bonus.

(528.342) Prime Teams or admirals on Penal ships do not function but can be passengers.

(528.343) Penal ships cannot be part of an expeditionary fleet and cannot be adopted as homeless ships.

(528.344) Penal ships which are interned are out of operation and must be replaced (528.21). A Penal ship cannot cause Orion Enclave neutrality.

(528.345) Penal ships cannot withdraw before combat.

(528.35) RETREAT: If one or more uncrippled penal ships is

in a retreating fleet, one must be assigned to the covering force for any cripples in a pursuit battle. If there are slow units (302.742) retreating from that battle hex, one Penal ship (if one is available) must be assigned to remain with the slow units. If there is only one penal ship, the owner may assign it to the slow or normal retreat group (assuming there are both groups). No more than one penal ship can be assigned to either retreating group (cripples or slow units). PPFs are not covered by this requirement, but could be assigned under the same rules that a CPF could be.

(528.4) PENAL SHIP SPECIAL MISSIONS

Penal ships are not simply a poor ship with several inconvenient restrictions. Penal ships can be assigned to dangerous missions that no other fleet could ask a ship to perform. A given penal ship in the Battle Force may be used for any one (and only one) of these missions in a given Battle Round. No more than one penal ship can be used for any of the missions below in a given battle force. Any Penal ships in the battle force which are not assigned special missions are treated as normal ships of the printed factors *and* could be attacked by directed damage at 1:1 without counting as the one allowed directed damage attack.

(528.41) MISSION: SACRIFICE

(528.411) A penal ship in the battle force can be used as a sacrificial ship. It operates as a normal ship in a battle force, but for this mission the Penal ship must be crippled (by the Klingon player, resolving the appropriate number of damage points) before directed damage is used by the enemy. [This is not directed damage and does not require double the points. Crippling a D6J would resolve eight points, not 16.] The enemy may then destroy the crippled penal ship at 1:1 directed damage in addition to their regular directed damage attack.

(528.412) The enemy decision whether or not to use directed damage is made after deducting the points for the crippled penal ship.

(528.413) Any minus points (308.2) are deducted before the penal ship is crippled; if the crippling of the penal ship produces minus points, these are lost and do not carry over to the next battle round. When used in a pursuit battle, minus points produced by this mission, when combined with those from the previous battle round, cannot exceed the limit of 7 minus points (14 for capital hexes) a battle force may have in such a pursuit battle (308.2). Any excess minus points are lost.

(528.414) This mission does not require that the battle force flagship be a Klingon ship.

(528.42) MISSION: SPECIAL ATTACK

(528.421) A Penal cruiser in a battle force can be assigned a "special mission"; F5Js may not perform such missions. In such case, the Penal cruiser's compot does not count in the battle force, but the battle force gains a +1 to its die roll for that battle round. The Penal cruiser is automatically crippled and the enemy may destroy it by directed damage at 1:1 in addition to his regular directed damage attack.

(528.422) A penal cruiser special mission cannot be used on the same battle round as a (305.2) captured ship option #1 deception mission.

(528.423) A special attack mission cannot be conducted unless the battle force is commanded by a Klingon flagship.

(528.43) MISSION: HONOR DUEL

A penal ship (cruiser or frigate) in the battle force may force one ship in the enemy battle force into single combat. If this is done, the two ships resolve their battle by (310.0) before the regular combat procedure.

(528.431) If not destroyed or forced to retreat, the attacked

ship returns to the battle line and participates in regular combat. Being forced to retreat takes the ship out of the battle force, but not out of the hex; it could be used in the Battle Force for a future round. If a flagship is forced out of the battle force or destroyed, the reduced command rating has no effect. If a PFT or carrier is forced out of the Battle Force or destroyed, its fighters or PFs can remain as an independent unit. Regardless of the results of the attack, the Penal ship does not contribute its Compot to the Battle Force. The enemy may (in the main battle) cripple or destroy the penal ship at 1:1 directed damage in addition to their normal directed damage attack.

(528.432) The following enemy ships cannot be attacked by this method: formation bonus ship, free scout, bases, PDUs, SAFs, FRDs, LTFs, convoys, tugs acting as supply points or setting up bases or PDUs, ships in the support echelon (e.g., drone bombardment, ships sending fighters or PFs to the battle force), ships in the reserve echelon (in the hex, not the battle force), unbreakable groups (3FE, 3CPC), or SWAC shuttles.

(528.433) Penal ships cannot use this rule to attack a ship which is part of a group (carrier group, unbreakable group, flagship escort group). Exception: it could attack the outermost escort of a non-carrier group (e.g., escorts casually assigned to a PFT or commando ship).

(528.434) A Penal ship could duel with a single ship-equivalent of fighters or PFs.

(528.435) The Honor Duel mission cannot be conducted unless the battle force is commanded by a Klingon flagship.

(528.5) NOTES ON PENAL SHIPS

(528.51) MUTINY: Penal ships are no more likely to mutiny or be captured than other ships; while the crew may be less reliable, the ships have increased security systems and anti-mutiny equipment.

(528.52) ASSIGNMENT: Penal ships can function as "ad hoc escorts" and as consorts (e.g., for commando or SFG ships); these are in fact the types of dangerous missions they are often used for.

(528.53) SALVAGE: Penal ships produce the normal amount of salvage for the base hull type within the salvage rules. *Rule 528 by Stephen V Cole*

(529.0) NON-PLAYER ORIONS (Optional)

The Orion pirates can be operated without an assigned player by these automatic rules, which modify the original Orion rules in (504.0). Specific rules modified are noted in each section heading below.

(529.1) THE ORION COMMITTEE

(529.11) A committee is formed before Turn #1 consisting of one player selected by each alliance. This committee will perform all functions defined below. There are no decisions to make; the players work together to be sure all procedures are performed correctly.

(529.12) Each member of the committee rolls a die. The committee members are then numbered in the order of their die rolls from highest to lowest. (If there is a tie, break it by having each player roll another die in direct competition within the tied group.) All committee functions are performed in the order determined by this die roll. This is a single rotating order across all of the various functions; it does not start over with each new step of the sequence.

(529.13) The committee must consist of either two or three members. If there are more than three alliances, then the smallest (in terms of EPs received at base pre-war levels) must agree on a single third committee member.

(529.14) As under (504.0), there is an Orion treasury consisting of the total amount of money in the hands of the Orion pirates. The sources for this money include:

Smuggling (504.31).

Bribes (504.32) and (529.23)

Lease payments (504.33) and (529.34)

Transportation fees (410.34)

XTPs starting in Y180 (523.128)

(529.2) ORDER OF BATTLE AND PRODUCTION

(529.21) ORION ORDER OF BATTLE

(529.211) The Orion forces start with those defined in (504.2). None of the original ships have cloaks.

(529.212) In addition to the forces in (529.211), the Orions have available a number of ships (counters) which could be built and used in the game. The total number of such ships is a minimum of 30 and a maximum of 60. Check the available counters. If there are between 30 and 60, all should be used (unless the players mutually agree on a set number, in which case use the procedure below). If there are fewer than 30, use ship # counters to fill the vacancies. If there are more than 60, use the following procedure to select which ships will be available for production:

Each committee member (in order of current seniority) selects one ship. (The "carrier group" counters are not used in the Non-Player Orion system.) Repeat this procedure until 30 ships have been selected. After that time, each committee member may select a ship or may "pass" (each such pass reducing the maximum size of the force pool by one ship). For example, if one committee member wanted more ships and two others fewer (and passed on every round after the 10th) the force pool would end up with 40 counters. A member who passes may also remove one counter from the pool of those available for selection.

Any remaining Orion counters are set aside unused.

Players may (if all agree) set any number of Orion ships as the number for the force pool.

(529.22) PRODUCTION; See (504.31)

Each turn, whenever EPs are available (504.31) during Step 1 of the Orion procedure, the Orions will first spend the money repairing any crippled ships; see (529.227). Any further money will be spent buying ships from the following schedule, in consecutive order, left to right. The schedule is continuous; it does not restart each turn but picks up where it left off.

LR CR BR CA LR CR DW CVL

Note that these are base hull types and actually include the numerous variants and sub-types listed in (529.226).

(529.221) If the end of the list is reached, start over at the first.

(529.222) If no counter is available for the ship called for, skip it and build the next one. If all available counters are in play, then stop the production step and reserve the balance of the money for the next turn.

(529.223) If there is not enough money in the Orion treasury to build the next ship, the production phase is over. The next production phase will start with the ship that the Orions could not afford to build the previous turn.

(529.224) Use of Variants: When a given ship is called for, examine the available counters and set aside those which are not available due to the date on the SIT. Then examine the remaining ships of the designated base hull type. Each

Committee member (in order) selects three ships (if there are two committee members; two each if there are three). These are numbered 1-6 in the order they were selected. If there are fewer than six ships, those committee members without ships to pick from assign their numbers to the already selected ships. Then roll one die for the final selection. Note that as all committee members will get a turn, the committee member who was first will remain first when the next event occurs requiring individual choices. Ultimately, that member would be the first to pick a ship in (529.242).

(529.225) No ship can be built before its date of availability listed on the SIT, so if a given counter is selected and is not available due to date, set it aside and pick another one.

(529.226) For purposes of this rule, the following are considered to be variants of the stated base hull types (even if, strictly speaking, they are not):

LR: LRE, LRS, LX, SLV, SLX, VIK

CR: CRE, CRX, DBR,

BR: BPF, BRE, CVS, DCR

CA: BC, BCH, BCS, BCV, CX,

DW: DWE, DWS, DWV, HDW

CVL: SAL, LVS, PFT, SAX, SGS,

(529.227) If there is not enough money to repair all ships, each member of the committee in order selects one ship to repair until there are not enough EPs remaining to repair any of the crippled ships. Buying replacement PFs is considered, for this purpose, a form of repair. Note that the sequence of committee members was determined in (529.12) and continues. If a given member selected the last ship to be repaired, then the next committee member will be first to select between variants under (529.224).

(529.228) If there are any Orion carriers AND Orion carrier escorts in the Orion ships pool, the committee will form these into carrier groups starting with the largest carrier and the largest escort (determined by defense factor, roll a die to break any ties). One escort will be assigned to each carrier until all carriers have one escort, then the additional escorts will be assigned (one to each carrier) starting from the largest carrier and the largest escort. Any leftover escorts are available as normal ships and any unescorted carriers operate as such.

(529.23) BRIBERY; See (504.33)

(529.231) Each race in the game may (during Step 2 of the Orion procedure) offer the Orions a bribe. This must be done in writing; all of the written bribe offers are revealed at the same time and become known to all players.

(529.232) A bribe must be in one of two forms:

A. Bribe to stay out. The race is offering an amount of money to keep piracy ships out of his territory. If the bribe is accepted, then no pirate ships (529.25) can be deployed in original home territory or long-term captured provinces (438.1) under the control of that race. A race's territory includes any it has captured but not any of its original territory which has been captured by or ceded to another race.

B. A bribe to attack an enemy. The race is offering an amount of money to induce the Orions to send pirate ships into the territory of a specific race. If successful, extra piracy ships (529.251) will be assigned to that race.

(529.233) The committee will evaluate the bids, and will accept the three highest except that a lower-paying bribe that contradicts a higher paying bribe will be ignored and the next highest bribe will be used. For example, if the Federation offered 23EPs to keep the Orions out of the Federation, and the Klingons offered 19 EPs for the Orions to raid the Federation, the Klingon bribe would be ignored. The EPs for each successful bid are transferred from the bribing race to the Orion treasury automatically without using ships to transport them. If two or more bribes are tied for third-highest, select between them by a die roll.

(529.24) LEASE AUCTION; See (504.33)

(529.241) Any race which has leased an Orion ship can renew the lease by paying a number of EPs equal to 1/4 of the attack factor of the ship (including fighters, PFs, and EW points). Any ships which had been leased and are not renewed return to the Orion forces pool. If a leased ship has been crippled, the leasing player may repair the ship (through his normal repair systems, using some of his capacity) and this will be regarded as having paid to renew the lease. Buying replacement PFs for a PFT is considered repairing a crippled ship.

(529.242) One half of the Orion ships in the forces pool are considered available for lease. Each of the committee members, in their established turn sequence (529.12) starting with the next player in the rotating sequence may select one ship (or carrier group) to be leased and an equal number of ships which are to be assigned to piracy duty. Repeat this procedure until there are no Orion ships left. (If one is left, the committee member may assign it to either lease or piracy.)

(529.243) The ships offered for auction are then subject to bids and to being leased as per (504.33). Any ships not leased are assigned to piracy patrol. Crippled ships are placed back in the holding area and are not considered for piracy patrol.

(529.25) PIRACY DEPLOYMENTS; See (504.34)

Available Orion ships are then deployed as pirates by the following procedure.

(529.251) If the Orion committee accepted any bribes to send ships into a given race, then it must do so, starting with the largest bribe paid. Each committee member selects three ships (this assumes there are two committee members; if there are three, each selects two ships). Roll one die for each ship, with 1-3 meaning the ship is sent into that race's territory and 4-6 meaning it is not. Use the hex numbers provided below and the procedure from (529.252) to assign the ships. Carrier groups are counted as one ship; the escorts must stay with the carrier.

(529.252) For the remainder of the ships available for piracy, use the following procedure. The currently-senior member of the committee picks one of the ships and a target race. (Those which paid successful bribes to avoid piracy are eliminated from this selection process for the current turn). A die roll then determines the hex in which the ship is placed. Use the procedure in (529.253) for each ship and then return to this rule under which the then-senior committee member will pick a new ship and a new race. A given race cannot be selected twice until all races have been selected once. (Theoretically, a committee member might find himself with only one choice, his own race, when it is his turn to pick.)

	Hyd	Lyr	Kz	Klng	Fed-W	Fed-E	Rom	Gorn
1	0117	0302	0802	1108	2108	3102	3717	4105
2	0319	0203	1003	1313	2302	3114	3118	4202
3	0516	0506	1204	1515	2310	3410	4212	4802
4	0719	0207	1403	1713	2405	3404	4813	4805
5	0916	0310	1603	1917	2613	3709	5518	5103
6	1119	0710	1804	2217	2802	3705	5018	4406

Note that the Federation is divided into two "races" for this purpose, due to its relatively large area.

(529.253) Place the ship in the designated hex. If there are more than three non-Orion ships in the same province (or one Orion ship in the province), the Orions will look elsewhere for their booty. Roll one die, and using the directional grid around hex 5702, move the Orion ship (or group) in that direction until it has entered a new province (skip Neutral Zones), then repeat the above procedure (i.e., count the non-Orion ships

and move if there are too many, or move if there is already a pirate ship in that province). If a given pirate ship has not found a poorly defended province in three attempts (the initial placement and two die rolls) it returns to and Orion Holding Area and does not conduct piracy this turn.

(529.254) If a given pirate is moved off the map, return it to the Orion Holding Area; it does not conduct piracy this turn. If a pirate is scattered into a permanently neutral race (e.g., WYN, LDR, ISC) it returns to the Orion Holding Area and does not conduct piracy this turn.

(529.255) Orion mercenary (leased) ships do not count as Orion Piracy ships for this rule, so a pirate ship might well be placed in a province containing a mercenary ship.

(529.256) Note that the procedure above could send a pirate ship into a race which paid a bribe not to be raided. The pirate ship is still deployed in that territory, as the pirate captain (looking for something easy to steal) has ignored the promises made by the Crimelord.

(529.257) Combat against pirates is resolved just as in (504.0) since this rule only covers deployment. Inactive races must repair damaged ships (and build replacements for destroyed ones) under the normal rules but this is at no cost and does not reduce PWC.

(529.26) ORION VICTORY

If the Orion treasury accumulates 100 EPs of unspent wealth at the end of any game turn, the following actions occur.

(529.261) The current Crimelord retires, stealing 100 EPs from the Orion treasury. A new Crimelord takes over. (As no player actually represents the Crimelord, this is a symbolic change only.)

(529.262) Each Alliance must, if it consists of two or more players, replace its representative on the Orion Committee.

(529.263) Each race pays a one-time penalty equal to 10% of its base economy (the actual amount of income it had on the current turn, counting XTPs as EPs). This money is paid to the Lloyd's Insurance Board (i.e., they vanish), not to the Orions.

Steve Cole wrote this rule incorporating suggestions from Scott Tenhoff, David Kass, David Lang, and Duane S Clark.

(530.0) HEAVY FIGHTERS

All fighter-using races developed heavy fighters in an effort to get more firepower out of their carriers. These had been around for some time but improvements that made them useful came during the late Y170s. In most cases, races developed the superior PFs so quickly after fielding workable heavy fighters that the improved heavy fighters became little more than a historical footnote.

The Kzintis and Federation tried to counter PFs with heavy fighters, but both eventually found these inadequate. The Kzintis went on to develop PFs, while the Federation went on to develop the 3rd Way. While every fighter-using race in F&E deployed heavy fighters, only the Federation [see (529.0) F-111s] and Kzintis deployed them in sufficient numbers to require rules and counters.

Note: This rule (530) does not apply to the Federation, which is covered by other rules, or races using the Federation "Third Way" (502.9). Certain Federation ships operate A20 heavy fighters under previously-published rules; these are not changed or affected by these rules in any way.

(530.1) COMBAT

(530.11) ORGANIZATION: Heavy fighters come in squadrons of eight combat factors (4 factors if the carrier is crippled).

This is regarded as a single squadron and is not oversized, so a battleforce could include three heavy fighter squadrons as the three ship-equivalents of attrition units allowed by (302.332A). Federation heavy fighters (527.0) come in units of nine factors. If the Federation is using PFs, it's F111s are still nine-factor units. If another race is using the Federation Third Way (502.9), its heavy fighters are still eight-factor units.

(530.111) For purposes of command, 1-8 factors of heavy fighters count as one ship equivalent if operating as an independent squadron.

(530.112) For purposes of pinning, 8 factors of heavy fighters are one ship equivalent, 4-7 factors are half of one ship equivalent, and 1-3 factors have no effect.

(530.113) Heavy fighters and standard fighters may not be mixed in the same squadron or ship equivalent, although a half-ship equivalent of each would add up to a ship equivalent.

(530.12) REPLACEMENT: Losses among heavy fighters are replaced automatically and for free just as with any other fighters, at the end of each Combat Phase.

(530.121) Heavy fighter factors are different from standard fighter factors. A carrier with heavy fighters cannot transfer fighter factors to or from a carrier with standard fighter factors. A carrier with heavy fighter factors can accept replacements from FCRs; FCRs need not be designated as having heavy or standard fighters since efficient staff officers will make sure the correct type is available. Races also have special pods (Tug Mission R) to carry spare heavy fighters.

(530.122) In the case of units which have both heavy and standard fighters, the carrier-unit is assumed to have resolved casualties with standard fighters first and heavy fighters second unless otherwise designated by the owning player.

(530.2) DEPLOYMENT

Each race has a heavy fighter deployment date listed in their Order of Battle and can deploy heavy fighters and units that operate heavy fighters from that date. Each race (other than the Federation and Kzintis) is provided with a few counters for carriers using these fighters and can deploy them as below.

(530.21) BASES: In F&E, only the Kzintis deploy heavy fighters on bases or PDUs. Heavy fighter squadrons take the place of PF flotillas.

(530.211) The capacity of bases to operate heavy fighters is as follows.

Each Starbase can operate two squadrons of heavy fighters in addition to its standard fighters, i.e., 16 factors if uncrippled and 8 if crippled.

Each Battle Station can operate one squadron of heavy fighter factors in addition to its standard fighters; i.e., 8 factors if uncrippled and 4 if crippled.

Each Defense Battalion can operate a half-squadron of heavy fighters.

Mobile Bases and Operational Bases cannot operate heavy fighters.

(530.212) Deployment for the Kzintis follows a pattern similar PF deployments (502.62) as follows:

Turn #20: All Kzinti starbases receive two squadrons of heavy fighters at no cost.

Turn #21: All Kzinti battle stations receive one squadron of heavy fighters at no cost.

Turn #22: All Kzinti defense battalions receive one-half squadron of heavy fighters.

Bases built on later turns automatically get the free heavy fighters unless they opt to take PFs instead (assuming those are available).

(530.213) When PFs are deployed on Kzinti starbases, battle stations, or PDUs (Turns #25-#27), the heavy fighter units on

those bases are simply disbanded and are absorbed into the logistics system (with no cost or benefit). Bases/PDUs cannot operate both heavy fighters and PFs. The Kzintis would have the option of not deploying PFs on some or all of their bases and just using heavy fighters, but in such case any "free initial" PFs not deployed on bases are lost rather than put into the replacement pool.

(530.22) CARRIERS: Certain types of carriers can operate heavy fighters, as listed below.

(530.221) Carrier types:

DN-based carriers (CVA, C8V) and BBVs: 1 squadron of heavy fighters replaces one squadron of standard fighters, increasing the ship to 14 fighter factors (6+8).

CA-based carriers (CVS, BCV): 1 squadron of heavy fighters replaces one squadron of standard fighters, increasing the ship to 8 fighter factors. Note that this would change a CVD (an Interdiction Carrier, a ship in a future product) to the 8+6 (two squadron) configuration. The ACS types in a future product already include heavy fighters and cannot be given more heavy fighters. CA-based carriers with less than six fighter factors cannot carry heavy fighters.

CW-based or CL-based carriers (CWV, NVS, D5V): Can operate heavy fighters if they have at least six factors of standard fighters. Patrol carriers cannot have heavy fighters.

Size-4 carriers: Cannot operate heavy fighters.

HDWs: Use an HOG unit (525.23H).

PFTs, SCSs, DCSs, BCSs, FRDs, tug pods, monitors, and auxiliaries cannot operate heavy fighters under these rules.

Each race is provided with a small number of CA-based heavy fighter carrier counters in Advanced Operations, and these are the only authorized heavy fighter carriers. For player convenience, *Combined Operations* includes a number of special markers which can be used to indicate that a given CV is now equipped with heavy fighters.

The only Hydran carriers able to operate heavy fighters are the CVA (which would have one squadron of eight heavy fighter factors and one of six standard fighter factors) and the scout carrier (in a future product).

The only Tholian carriers able to operate heavy fighters is the CVA (which would have one squadron of eight heavy fighter factors and one of six standard fighter factors) and the scout carrier (in a future product).

Summary of counters provided in AO for heavy fighter carriers:

Fed: None, see (529.0).

Klingon: D5VH

Romulan: SPBH

Kzinti: CVH, MVH

Gorn: HVH

Tholian: CVAH

Orion: None

Hydran: Steel Duke (SD).

Lyran: CVH

For convenience of reference, heavy fighter carriers have their fighter factors designated as 8H.

(530.222) Changing an existing carrier to use heavy fighters requires payment of the EPs (or free fighter factors) for the larger fighter group. This changeover has no other cost and does not require the use of any conversion capacity by a base. Only carriers in supply can be changed in this way. Changeovers of existing carriers to heavy fighters are limited only by the rules herein; converting non-carriers into carriers for heavy fighters or building new heavy fighter carriers is under the normal limits on carrier production. Production of a heavy fighter carrier or conversion of a carrier to heavy fighters counts against the race's limit on PFT production (after PFTs are available).

(530.223) Each race may, on and after the date specified for the introduction of heavy fighters, produce one carrier per turn (by substitution or conversion) for use with heavy fighters. The Kzintis, however, are allowed to produce two such carriers per turn for Turns #20 through Turn #24, after which they are limited to one per turn. Lyrans and Gorns are limited to one per year.

The cost of these carriers is given on the respective SITs.

Heavy Fighter Dates:

Fed: See (527.0).

Klingon: Turn #20, Spring Y178.

Romulan: Turn #22, Spring Y179.

Kzinti: Turn #20, Spring Y178.

Gorn: Turn #22, Spring Y179.

Tholian: Turn #21, Fall Y178.

Hydran: Turn #20, Spring Y178.

Lyran: Turn #21, Fall Y178.

(530.224) Partial grids can build replacement heavy fighters under (413.41) counting each heavy fighter as two standard fighters for this purpose. Partial grids can perform conversions of existing carriers to use heavy fighters even if they have no starbase (530.222).

(530.225) On the turn of heavy fighter introduction, each race (except the Federation) can build one tug pod able to carry replacement heavy fighters. The Lyrans, Klingons, Tholians (who use packs for the CPCs), and Kzintis use single pods (each holding eight factors) while the Gorns and Hydrans build single larger pods holding sixteen factors. Each race (except the Lyrans and Gorns) can build a second such pod on the next turn. The Kzintis may have a total of four such pods (build one per turn). The Tholians and Romulans do not use this type of pod. The Federation has similar pods provided under (527.281).

This rule was written by Steve Cole incorporating suggestions from Pete Dimitri, Jeff Laikind, and others.

SUMMARY OF TUG MISSIONS

Mission P: PTP pod (replacement PFs)

Mission Q: Space Control Pod

Mission R: heavy fighter replacement pod (530.225).

Mission S: Scout pod

Mission T: Spare parts for units requiring them (442.82).

(617.0) *WINDS OF FIRE*

This scenario covers the six-turn period from Spring Y181 (Turn #26) through Fall Y183 (Turn #31), the period of the great Alliance offensives. The Coalition had just fought a three-year attrition battle (more or less) along the original borders, but were on the losing end of an economic equation that was only going to get worse. The Alliance had accumulated a massive strategic reserve and had decided (historically) to use it to knock the Romulans out of the war. Within the framework of this scenario, the Alliance players may decide together to use it for another target, or to attempt a grand sweeping offensive across the entire front line.

This scenario is divided into six Sector Scenarios, each of which covers only a small part of the front lines. [The sectors are identical to those in Scenario (608.0) except that there is no Sector G.] Players should find it possible to play one of these Sector Scenarios in a single (all-day) session (some take less time than others). If more time (or more players) are available, two or more of the Sector Scenarios can be combined.

(617.1) SCENARIO NOTES

(617.11) WAR: The Alliance (Hydran, Kzinti, Federation, Gorn, Tholian) is at war with the Coalition (Klingon, Lyrans, Romulan). All of their forces are released and are available for use anywhere within the limits of other rules. See (604.151) regarding the impending Tholian withdrawal on Turn #28.

(617.12) ECONOMICS

(617.121) The income for each race is divided between the various sectors in which it has forces. If only one sector is being played, you cannot transfer EPs. If more than one sector is being played, you combine the allocated EPs for each race into a single fund for that race.

(617.122) The Klingons, Kzintis, Lyrans, Hydrans, and Romulans multiply their income by 0.50 during the entire scenario. The Federation receives full income on Turns #26 and #27; multiply their income by 0.75 during Turns #28 through #31 (or #37, and by 0.50 thereafter). The Gorns receive their full income on Turn #26 and multiply their income by 0.75 during Turns #27 through #31 (or #36, and by 0.50 thereafter). The Tholians were historically attacked (and went to wartime economy) on Turn #18 and will not face exhaustion until Turn #33 (by which time they will have left the Alliance to fight the Seltorians). All races start with zero EPs and zero XTPs in their treasury. No deficit spending is allowed after receiving income on the final turn.

(617.123) Each sector can convert 20% of its EPs into XTPs, and receives the bonus XTPs for any planets and SBXs in that sector. The 10 extra XTPs from (523.12) go to the race's main effort, as do XTPs from the planets and SBXs in the capital hex (except where noted). Each of the other sectors could (when played independently) buy some or all of the 10 XTPs available for purchase, which assumes that other sectors did not buy them.

(617.124) For purposes of simplification, all ships are presumed to have been repaired from the previous turn, even if the Sequence of Play doesn't really support this. Consider it to reflect a "strategic pause" on Turn #25 in which both sides limited operations in order to gather their forces for the coming "final offensives".

(617.125) Free strategic moves (204.3) for each race are divided between sectors as follows:

Race	A	B	C	D	E	F
Federation	—	—	3	6	3	3
Klingon	2	3	4	6	—	—
Romulan	—	—	—	—	5	5
Kzinti	—	10	—	—	—	—
Gorn	—	—	—	—	5	5
Tholian	—	—	—	5	—	—
Hydran	10	—	—	—	—	—
Lyrans	4	4	2	—	—	—

(617.13) MAIN EFFORT: Each race has one sector designated as its main effort. The one free command point, one free prime team, one free Federation SWAC, and one allowed scout substitution go to this sector.

(617.14) SET UP in this order when playing multiple sectors: All Coalition Non-GHQ Forces, All Alliance Non GHQ-Forces, Lyrans GHQ Forces, Fed Sector C GHQ Forces, Romulan GHQ Forces, Fed Sector E GHQ Forces, Klingon GHQ Forces, Fed Sector F GHQ Forces, Operation Remus Forces.

(617.15) EXPLORATION: Off-map exploration points:

Race	Points	Provinces	Leftover Points
Federation	465	15	15
Klingon	168	7	7
Romulan	127	5	27
Kzinti	262	10	12
Gorn	98	4	8
Hydran	241	9	21
Lyrans	262	10	12

All survey income is assigned to the Main Effort sector.

(617.16) COMMAND POINTS accumulated are defined in each scenario. Free command points are not received if using Admirals; players can buy command points as per (308.97). Players should avoid using Admiral effectiveness (316.22) when playing only one sector.

(617.17) BATTLESHIPS: The Klingons have three B10s under construction at the capital shipyard.

B10 #1, 34 points, sector D

B10 #2, 21 points, Sector C.

B10 #3, 9 points, sector A.

The Klingon player may simply disregard these ships. Sector C can build the B8 by trading all of one turn's production to Sector D for the required C8.

(617.18) MOTHBALL RESERVES: All such reserves have been activated long before this scenario begins.

(617.19) OTHER UNITS

(617.191) Alliance tugs can be assigned to missions A, B, D, or M at the start of the scenario. They could be assigned to Mission G (PFT) if the race has a PFT pod available. The Hydrans can assign their special pods at the start of the scenario.

(617.192) All monitors are assumed to have fighter pallets unless otherwise marked. Monitors must be deployed within the limits of (519.11).

(617.193) HDW operations groups are listed in each sector.

(617.194) Mobile bases listed with a fleet are stored undeployed; those with a hex number are deployed.

(617.195) All PDUs listed are assumed to be set up.

(617.196) Feds and Klingons have their free SBX in the capital; other races receive these on schedule (523.413).

(617.2) SCENARIO SCHEDULE

The scenario starts on Turn #26, Spring Y181, with the Coalition Player Turn and proceeds through Turn #31, Fall Y183, ending with the Alliance player turn. Players may agree beforehand that the scenario will end on Turn #35, or they could use the (605.3) procedures.

(617.3) VICTORY CONDITIONS

Use the victory conditions in (603.3) if playing all of the Sector Scenarios as a single integrated campaign. If playing a single Sector Scenario, use the victory conditions included in that Sector Scenario. If playing more than one, evaluate each sector by its own victory conditions. As the Tholians left the General War before Winds of Fire is over, ignore them for victory conditions. Any bases undergoing upgrade count as the smaller type until the upgrade is actually complete at the start of Turn #30.

(617.4) SCENARIO CONDITIONS

This scenario is designed to be played independently, without first playing through Turns #1 through #25. Use the set ups given in the Sector Scenarios.

(617.41) PLANETS AND BASES: Unless noted otherwise, a race's planets are producing at the undevastated rate and all bases correspond with the original placement. Captured planets and provinces must be garrisoned; garrisons cannot be voluntarily withdrawn. No captured planet begins with PDUs on it unless so designated. Each race has one power module per sector it is in (and can buy more); these can be deployed on bases without PFs (441.5) or discarded if you want to deploy PFs.

(617.42) CARRIERS, PFTs: Note that carriers are noted as individual ships; some are in [brackets] with their escorts and some are not. All PFTs and SCSs have six PFs. All CPFs have five PFs. All PDUs and Bases have PFs if provided by (502.65). NVHs have nine F111 factors. Note that F111 deployment is covered by (527.14). Additional CPFs yet to be received all go to the Main Effort sector.

The Hydrans have received 18 flotillas of free PFs under (502.62) but have lost 14 of these in combat. They must deploy one flotilla on each base, and may deploy one each on planets 0416 and 0519. The remainder go into a replacement pool at the off-map capital.

The Lyrans have received 30 free flotillas of PFs under (502.62) and have lost 9 of these in combat. They deploy nine of the remainder in Sector A, one in sector C, and the remaining 11 in Sector B. All must be deployed at bases or planets able to receive them.

The Klingons have received 30 free flotillas of PFs under (502.62) and have lost 11 of these in combat. They deploy four of the remainder in Sector A, four in sector B, four in Sector C, and seven in Sector D. All must be deployed at bases or planets able to receive them. The Klingons have accumulated 54 points toward the second swarm, which is allocated to Sector D. Continue rolling as per swarm rules.

The Tholians have received 12 free flotillas of PFs under (502.62) and have lost 2 in combat. The remainder must be deployed on Tholian bases and planets able to hold them.

The Kzintis have received the first six free PF flotillas under (502.62) and have lost none of them in combat. They must be deployed on Kzinti bases and planets able to hold them.

The remainder of the (502.62) deployments will take effect normally during the scenario.

One Federation F15 squadron and one F14 squadron is deployed in each of sectors C, D, and E. Federation F111s are divided with six squadrons in Sector C, 16 in Sector D, and 14 in Sector E. If you assume that the annuities were

purchased, each sector must pay 3 points per turn (4 for D) for three turns to repay the cost.

Romulan free initial PFs are divided with 8 flotillas in Sector E and 22 in Sector F.

(617.43) GHQ FORCES: In all of the Sector Scenarios, some forces are listed as "GHQ (General Headquarters) Forces." These represent strategic reserves committed to the theater. When combining two or more Sector Scenarios, some or all of the GHQ forces from one Sector Scenario can be removed from that Sector Scenario and added to the GHQ forces of the same race in any other Sector Scenario. GHQ forces can be deployed anywhere within the set up area of the owning race.

(617.44) ECONOMICS: When playing one or more of the Sector Scenarios, use the economic rules provided for that Sector Scenario. When using all of the Sector Scenarios as a combined scenario, use the standard economic rules. When playing two or more Sector Scenarios in combination, each race can co-mingle the income (along with the free fighters, command points, etc.) from all Sector Scenarios it is part of.

(617.45) SURVEY SHIPS: The races have the following number of survey ships in off-map service:

RACE	#	RACE	#
Federation	7	Kzinti	3
Gorn	2	Lyrans	3
Hydran	3	Romulan	3
Klingon	2	Tholian	0

Income from off-map areas is allocated to the sector comprising that race's main effort.

(617.46) 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. Note that FFs and DWs can be built at Starbases.

(617.461) Starbases in the capital (plus 2907 and 3008) can perform conversions or repairs for any sector. This allows an exception to the Sector Boundary movement rule. The capital can perform no more than two major conversions for any sector other than the main effort.

(617.462) Certain units (maulers, drone ships) are defined as "key offensive units." No sector can purchase more than one of these per turn unless it is the race's main effort. No sector can purchase more than one large and one small auxiliary of each type during the entire scenario except to replace losses. Free auxiliary production (526.47) is allocated to the Main Effort sector. For units limited to one per year (e.g., tugs, SFG ships), each sector other than the main effort cannot produce more than one for the entire scenario.

(617.463) Only the theater of the main (or major) effort can purchase DNS or CVAs or utilize the scout and drone ship substitutions.

(617.464) Only one HDW operations group (COG, FOG, or POD) can be purchased each turn except in the race's "main effort" sector. This does not count against the "key offensive unit" limit.

(617.465) Unless specifically stated, unique units may only be built in the race's "Main Effort." These include the Klingon 77th, C5A, AD6; Kzinti 23rd; the Federation CAD, CLD, GVX; and Lyrans STL.

(617.466) Casual PFs yet to be built are allocated (in order of production) as follows:

Federation: D, E, C	Klingon: all built.
Romulan: F, E, F, E	Kzinti: B, B, B, B
Gorn: F, F, F, F	Tholian: D, D
Hydran: A, A, A	Lyrans: C, A, B

(617.47) ORIONS cannot be used unless all seven sectors are being played as a single unified scenario. Alternatively,

the non-player Orion rules could be used with any Orion pirate ships assigned to areas outside of the scenario (and the income they produce) ignored.

(617.48) SECTOR BOUNDARIES: Units may not leave the areas of their Sector Scenario. If two or more adjoining Sector Scenarios are played together, the forces and areas are considered combined for this purpose. Units which move [except by (617.46)] or retreat out of their sector are not destroyed, but are considered to have been irrevocably transferred to the other sector. Units may draw supply from sources in other sectors (assume that the front line in other sectors has not changed).

(617.49) RAID POOLS: If playing one scenario, the raid pool for that sector cannot be increased above its original size. If combining scenarios, the raid pools are all considered to be GHQ reserves and could be used in any of the sectors.

(617.5) THE VUDAR ENCLAVE

This Klingon subject race broke away from the Klingon Empire during the late years of the General War and expanded into the power vacuum of Klingon and Hydran space. This has an effect on Sectors A and D.

(617.51) VUDAR TERRITORY steadily expanded during this period and is defined by the schedule below:

Fall Y180, Turn #25: Klingon Province 1518
Spring Y181, Turn #26: Klingon Province 1817
Spring Y182, Turn #28: NZ hexes 1317-1319
Spring Y183, Turn #30: Klingon Province 2018
Fall Y183, Turn #31: Hydran Province 1217
Spring Y184, Turn #32: Hydran Province 0917
Fall Y184, Turn #33: Klingon Province 1516
Spring Y185, Turn #34: Hydran Province 1015

Each turn, before any other action, the Vudar take over the scheduled provinces. Any ships in that province must immediately retreat out of the province as per (503.51).

(617.52) NEUTRALITY: The Vudar are treated as Neutral Territory in the same manner as the LDR (503.1). Any ship from either side which enters their territory is considered interned. Vudar take over the Klingon battle stations in their territory (and destroy the Hydran ones); none of those count for victory purposes.

(617.53) VUDAR FORCES will be presented in a future product (probably F&E Civil Wars). They are not needed in this product as, due to their neutrality, they are not involved in the fighting.

(617.A) THE HYDRAN FRONT

HISTORICAL PERSPECTIVE: For the Klingons and Lyrans, this Sector was a backwater separated from the main front. For the Hydrans, this was their main and only effort. The Hydrans had kicked the Lyrans back across the border and recaptured their capital during Y180. Klingons still held part of Hydran territory. The Coalition had no intention of provoking the Hydrans, who in their own way were not interested in getting a lot of ships and crews killed attacking into Coalition territory. This scenario can, in a truly historical context, be ignored as any historical rule would prevent the Hydrans from leaving their own territory as long as the Coalition borders were defended by a reasonable force.

AREA OF THIS SCENARIO

- All Hydran territory.
- Klingon territory south of the xx09 hex row inclusive and west of the 14xx hex column inclusive, plus hexes 1008 and 1408.
- Lyran territory south of the xx09 hex row inclusive.
- All Neutral Zone hexes adjacent to Hydran territory and those between Klingon and Lyran territory south of the xx09 hex row.
- Note that the LDR (Province 0711) is Neutral.

(617.A1) HYDRANS

Hydran forces have recaptured:
Provinces 0114, 0117, 0118, 0517
Hexes 0415, 0515, 0516

All Hydran forces must deploy in this territory. All Hydran planets have been devastated.

Planet 0416 was recaptured on Turn #23 (two PDU).
Planet 0519 was recaptured on Turn #24 (two PDU).
Capital 0617 was recaptured on Turn #25.

All Hydran on-map bases have been destroyed. The Hydrans have rebuilt the battle stations in 0315 and 0318.

This Sector is the Hydran Main Effort.

HYDRAN FORCES

Warships: REG, 2x PAL, OV, 2x LB, LM, 4x RN, 4x DG, 2xMHK, 2xIRQ, CHY, 2x HR, 5x TR, 2xLNH, LN, 3x KN, 2xDWF, 2xDWH, 2x CR, 2x HN, 2x CU.

Carriers: LP, IC, SD, UH, CV, CVM, NCV, 2xDWV, LAV, 2xSAV, 5xDE, 8x DWE, 4xFCR, 6xAH, 5xNEC, PGV.

Support ships: NPF, PFT, DDP, DDS, DWS, SC, 3x NSC, FRD, 3x TG, 3x LTT, LAP, SAP, LAS, SAS, FTL, FTS, CAT, 2xHNG, 2xDWG, 2xLNG, 3xPGG, PGF.

Pods: 2x carrier (VP), 2x battle (BP), Repair, FCP [with 27 spare fighters], FSP, Scout, PFT-Pod, 2xTroop, VHP.

Off Map: 2xPGS (must convert to PFT before using).

Other: CPF, SAF, 2x Reserve markers, 1x Command Point, 2x Repair Ships, 3x Admiral, MILCON, 3xMB, 2xPrime, 1xMonitor, 1xHDW-COG, 1xHDW-POG.

The concept of GHQ forces does not apply to the Hydrans, who appear only in this Sector.

Raiding Pool: The Hydrans may assign four ships prior to the start of the scenario.

(617.A2) LYRANS

All Lyran forces have retreated into Lyran territory. All original Lyran bases are intact or have been replaced; the battle station at 0413 has been upgraded to a starbase. No Lyran planets in this sector have been devastated. The Neutral Zone hexes from 0113 through 0514 inclusive are disputed and are not controlled by any race. See (617.A6) for ceasefire rule.

LYRAN FORCES (Set up in Lyran space.)

Warships: DN, 2x CC, 2xCA, 2xNCA, 7x CW, 11x DW, 6x FF.

Carriers: [CVL + CWE + DWE].

Support ships: PFW, TGP, 2xDWS, CWS, STJ, DDG, FRD.

Other: 1x Reserve Marker, no Command Points, 1x Carrier Pod (VP), 1xPrime, 1xHDW-COG, 1xHDW-POG, CPF.

LYRAN GHQ FORCES (See 617.43)

Warships: BC, CW, HDW, DW, FF.

Support ships: LTT.

Raid pool for this sector: None.

LYRAN SECTOR A PRODUCTION

Lyran ships for this sector can only be produced as overbuilds due to the ceasefire arrangement. In a non-historical "no cease fire" scenario, production would be:

Spring: CA, CW, 2xDW

Fall: NCA, CW, 2xDW

(617.A3) KLINGONS

The Klingons occupy the following Hydran provinces: 0714, 0716, 0718, 0917, 1015, 1217, and hexes 0615 and 0614. They hold the Neutral Zone hexes from 0613 through 1319 inclusive and from 0909 through 0913 inclusive. The Klingons hold planet 0718 with four defense battalions.

All pre-war Klingon bases are intact or have been replaced. The Klingons have built a BATS at 0716 and at 1017, and another starbase in 1411.

KLINGON FORCES (Set up in Klingon-occupied Hydran provinces or in Klingon territory within this sector)

Warships: FX, 2xC8, C7, 2xD7C, D6, D5W, 8xD5, HDW+COG, F6, 3xF5W, 6xF5Q, 6xE4.

Carriers: D6V, 2xD5V, 2xF5V, 3xAD5, 3xF5E, 2x E4A, E4R, LAV.

Support ships: D6G, D6S, D6D, D6J, TGB, 3xD5D, D6P, 2xD5S, LTT, F5G, F5S, F5J, FRD, Convoy, MILCON, SAP, FTS, MON-SCP.

Other: Admiral, CPF, 3xPrime.

Pods: PFT.

KLINGON GHQ FORCES (See 617.43)

Warships: D7, D5W, F5W, F5L, F5, E4.

Carriers: FWV, F5E.

Support ships: D7A, LTT, MD5.

Raid Pool: FD7.

Other: 1x Reserve Marker, no Command Points, 1x Repair Ship.

KLINGON SECTOR A PRODUCTION

Each Turn: D5, F5, E4

(617.A4) ECONOMIC RULES FOR SECTOR A

NOTE: See (617.12) for exhaustion.

(617.A41) HYDRANS: The Hydrans (who appear only in Sector Scenario A) use their complete normal economic system. To reflect economic exhaustion, multiply the points calculated by 0.50 for all turns of this scenario. The Hydrans do not receive command points due to exhaustion but can buy them under (308.97). The Hydrans have accumulated one command point for this sector before the scenario begins (617.16).

The Hydrans may use one repair tug.

(617.A42) LYRANS: The Lyran player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces, planets and Neutral Zone hexes. They initially hold none of these.
- Plus 10 points from the general treasury (40 if there is no ceasefire).
- Less five "planetary bonus" XTPs sent to Sector B.
- Less any Lyran territory in this sector captured or devastated by the Hydrans. (Note that no points are received for uncaptured Lyran territory; these are included in the "general" points.)

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the

rules. production is taken from the special Lyran production schedule. Free fighters are not available to production for this sector. Lyrans cannot purchase prime teams.

The Lyrans can use the BATS along the original Hydran border (and their FRD) to repair damaged ships. The Lyrans can use the starbase at 0411 to make conversions or repairs. If the Lyrans later build another starbase in this sector, they can use that for conversions and repairs also.

There are no Lyran command points available for this Sector Scenario, nor may any be purchased.

The Lyrans may not use repair tugs.

(617.A43) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured Hydran provinces and planets and the captured Neutral Zone hexes (11.2 points, less any areas recaptured or disputed by the Hydrans or transferred to the Lyrans).
- Plus 20 points from the general treasury, (which reflects six EPs sent elsewhere from A).
- Less any Klingon territory in this sector captured or devastated by the Hydrans or Vudar (617.51). (Note that no points are received for uncaptured Klingon territory; these are included in the "general" points.)

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

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 special Klingon production schedule. Free fighters are not available to production for this theater. The Klingons may purchase one prime team per turn (522.11).

The Klingons can use the BATS along the original Hydran border (and the new ones at 0716 and 1017, and their FRD) to repair damaged ships. The Klingons can use the starbase at 1716 to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available for this Sector Scenario. The Klingons may purchase one command point per turn under (308.97).

The Klingons may not use repair tugs.

(617.A5) VICTORY CONDITIONS

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any planet in hex 0617 (the original Hydran capital); this cannot be scored on Turn #26.
- 1 point if the Coalition captures hex 0617 at any point in the scenario (received only once).
- 3 points if the Coalition holds hex 0617 at the end of the scenario.
- -1 point if the Hydrans capture planet 0718 and hold it to the end of the scenario.
- -3 points if there are no Coalition ships in Hydran territory at the end of the scenario.
- -1 point for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Hydran forces in the sector (other than bases) outnumber the Coalition forces at the end of the

scenario. (Use positive points if the Coalition outnumbered the Hydrans.)

- -3 points if the Hydrans manage to build a starbase in hex 0617 by the end of the scenario.
- -1 point if the Hydrans manage to build a BATS within 2 hexes of original Klingon territory not held by the Vudar by the end of the scenario.

Victory is then established by the total number of points:

- 6 Coalition Incredible Victory (plus six or more)
- 4-5 Coalition Decisive Victory
- 2-3 Coalition Major Victory
- 1 Coalition Tactical Victory
- 0 Draw
- 1 Hydran Tactical Victory
- 2-3 Hydran Major Victory
- 4-5 Hydran Decisive Victory
- 6 Hydran Incredible Victory (minus six or more)

(617.A6) LYRAN-HYDRAN CEASEFIRE

The Lyrans and Hydrans had reached a *defacto* ceasefire. There was no formal document, and no words were ever spoken on the issue, but the Lyrans simply pulled back within their border and did not find it necessary to enter Hydran Space. To reflect this:

1. No Lyrans unit can enter Hydran or Klingon space. No additional Lyrans units can enter this sector in a combined scenario.
 2. No Hydran unit can enter Lyrans space. (Either side can send units into the Neutral Zone and fight there.)
 3. The Hydrans must maintain a force deployed on the BATS at 0315 at all times that is at least equal to the Lyrans forces in this scenario (not including bases). This must be equal in total Compot, and in the total number of ships of each size class. This can include auxiliaries. The Hydrans may, each turn, move ships into and out of this force so long as the requirement is met at every instant of the Hydran turn (i.e., they cannot take ships from here, attack the Klingons, and retrograde them back, all the while counting them against the requirement). If the Lyrans (in a combined scenario) withdraw some of the GHQ forces, the required Hydran counter-weight is reduced accordingly. The Lyrans cannot move non-GHQ forces out of this sector even in a combined scenario. Either side can conduct conversions and upgrades of these ships within the rules.
 4. If Klingon forces move within 2 hexes of 0315, the entire Hydran counter-weight force is released.
 5. If the Klingons capture the Hydran capital and hold it for one entire turn, the Lyrans end their ceasefire.
- Players may, if mutually agreed, ignore the ceasefire and allow the Hydran and Lyrans units to fight.

(617.B) THE KZINTI FRONT

HISTORICAL PERSPECTIVE: The "flavor" of this sector had changed during the years since Operation Nutcracker. The Klingons had withdrawn many of their forces in Y176 and had never really built back up to full strength. The Kzinti Front was, for all practical purposes, a Lyrans-vs-Kzinti campaign with a few Klingons thrown in. The Lyrans, if pressed to explain the ceasefire on the Hydran front, would have indicated that with virtually the entire Kzinti front to support (while keeping a fleet on the Federation border) there simply were not enough ships to fight the Hydrans as well.

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.

(617.B1) KZINTIS

The Kzintis hold the following portions of their original territory:

Provinces 1101, 1301, 1203, 1501, 1901, 1702, 1803
Hexes: 0904, 1003, 1004, 1104, 1204, 1404, 1504, 1604, 1505, 1605.

And Neutral Zone hexes 2101-1906.

Kzinti forces deploy in these areas.

Capital planets have recovered from devastation.

Planet in 1202 was recaptured on Spring Y180, Turn #24. Has one defense battalion.

Planet in 1504 was recaptured on Spring Y179, Turn #22. Has one defense battalion.

Planet in 1802 was recaptured on Spring Y178, Turn #20. Has two defense battalions. Recovered from devastation.

Planet in 1502 was recaptured on Fall Y177, Turn #19. Has four defense battalions. Recovered from devastation.

All Kzinti pre-war bases were destroyed except for those in 1401. The following new/replacement bases have been built:

BATS: 1704, 1902, 1805

MBs: 1304, 1605, 1803

The capital system has a major planet with four Brigades, two starbases, and a BATS. The other planets in the capital hex each have a brigade.

This Sector is the Kzinti Main Effort.

KZINTI FORCES (Set up in Kzinti-held areas or off map)

Warships: DNH, 2xDN, DND, 2xBCH, 4xCC, 3xBC, 3xNCA, 12xCM, 2xDD, 6xDW, 4xFFK, 12xFF.

Carriers: 3xCVA, BCV, 5xCV, 3xCVH, 3xCVL, CMV, 3xMVH, 2xCVE, 3xDWV, 18xMEC, 16xDWE, 6xFEK, 6xEFF, 4xFCR, 1xLAV, 2xSAV.

Support ships: 3xCD, 3xMDC, 3xMSC, 1xMCG, 4xCLD, 2xCLG, 2xDWS, 3xSDW, 2xDWG, 6xDF, 3xSDF, 1xSF, 2xFFG, 2xTGT, 2xTGC, 3xLTT, 2xFRD, 2xMB, FTL, 2xFTS, LAD, 2xSAD, LAS, SAS.

Raiding Pool: BF, 2xCM, DNL.

Off Map: DDV, CMV, MEC, FEK.

Pods: 6x Carrier (VP), 4x Battle (BP), 1x CVA (VAP), 3xTroop, 2xScout, 3xVHP.

Other: SAF, 2x Reserve markers, 1x Command Point, 2x Repair Ships, 2xAdmiral, MILCON, CONVOY, 2xMonitor, 5xPrime.

The concept of GHQ forces does not apply to the Kzintis, who fought mainly in this sector except for the forces sent to the Gorn-Romulan front.

The Kzinti forces in Sector F (617.F3) might return during the scenario. Roll one die each turn (except the first turn of the scenario). If the result is 1 or 2, the Kzinti ships from that sector arrive at 1902. Roll one die for each ship with a die roll of 1-2 meaning the ship has arrived, 3-4 meaning the ship is crippled at the time of arrival, and 5-6 meaning that the ship was destroyed and does not arrive at all.

(617.B2) LYRANS

The Lyrans occupy the following Kzinti provinces: 0701, 0901; and the following hexes: 0903, 0803, 1205, 1305, and 1405. They have captured all planets in those provinces and hexes. They hold Neutral Zone hexes 0601-0704, 0805-0808, 0905-1106.

All pre-war Lyrans bases are intact or have been replaced. The Lyrans have built a BATS at 1001 and 1307 and have upgraded the BATs in 0705 to a Starbase. There are four PDUs on 1001.

This Sector is the Lyrans Main Effort.

LYRAN FORCES (Set up in Lyrans-occupied provinces or hexes, or Lyrans territory)

Warships: DNH, 2xDN, BCH, BCP, BC, 2xCC, 6xCA, 2xNCA, 7xCW, HDW, DND, 12xDW, DD, 3xFF.
Carriers: SCS, CV, [CVL + CWE + DWE], [CVH + CWE + DWE], 2xDWV, 4xCWE, 2xDWE, 2xFFE, FCR.
Support ships: TGC, STL, 2xSTT, STJ, PFW, PFT, 2xCWS, CWG, DWG, 2xDWS, FTL, FTS, Convoy, MILCON, LAP, 2xFRD.
Pods: 1x Battle (BP), 1x Carrier (VP) PFT, PTP, Troop, VHP.
Other: Admiral, CPF, 3xPrime.

LYRAN GHQ FORCES (See 617.43)

Warships: DN, 2xBCH, BC, 2xCA, 2xNCA, 5xCW, CL, JGP, HDW, 8xDW, FF.
Carriers: 2x[CVL + CWE + DWE], [DWV + DWE].
Support ships: TGC, TGP, STT, 2xSTJ, PFW, 3xLTT, CWG, DWG, DDG, 2xCWS, FTS, FRD.
Pods: 1x Battle (BP), 1x KBattle (KBP), KVP, SCP, troop.
Raid Pool: DNL, CF, CW.
Other: 2x Reserve, 2x Repair Ship, 1x Command Point, Admiral, CPX, 2xMonitor (with SCS Pallets), 2xPrime, 1xHDW-COG, 1xHDW-POG.

LYRAN FORCES FOR OPERATION LIONHEART

DN, BCH, 3xCW, 3xDW, CWS, PFW, STJ. See (617.B6).

LYRAN SECTOR B PRODUCTION

The Lyrans use their normal full production schedule for this theater. If combined with Sector A and/or C, some production could go to those sectors. For a non-historical variation without a Hydran ceasefire, the Lyrans could deduct the optional production schedule from (617.A2).

(617.B3) KLINGONS

The Klingons occupy the Kzinti planet in 1105 and no other Kzinti territory. They hold Neutral Zone hexes 1206-1606 including the neutral planet in 1506. Neutral Zone hexes 1706-1806 are not held by either player. All pre-war Klingon bases are intact or have been replaced. They have upgraded the BATS in 1107 to a Starbase.

KLINGON FORCES (Set up in Klingon-held hexes)

Warships: DX, C8, D7C, D7, D5W, 6xD5, HDW, F5W, 3xF5L, 6xF5, E4.
Carriers: CVT, D7V, F5V, 2xAD5, 2xF5E, E4A, SAV.
Support ships: 3xD6D, D6M, D6P, D6G, 2xD5D, D5S, F5S, F5G, F5J, SAP, FTS, FRD, LTT.
Pods: None.
Other: Admiral, Monitor, 2xPrime, CPF.

KLINGON GHQ FORCES (See 617.43)

Warships: C7, D7, 3xD5, 3xF5W, F5L, F5, E4.
Carriers: D5VH, AD5, FWV, 2xF5E, F5R.
Support ships: D6S, LTT, D5D, MD5, FRD.
Raid Pool: D5.
Other: VHP.

KLINGON FORCES FOR OPERATION RIPOSTE

C7, 2xD5, D5D, F5L, 2xF5, D5V, AD5, F5E, D5P, D5S, D5J, MD5, MB, TGA, Prime. See (617.B6). (There is a command point which is used in the attack.)

KLINGON SECTOR B PRODUCTION

Each Turn: D5, F5

(617.B4) ECONOMIC RULES FOR SECTOR B

NOTE: See (617.12) for exhaustion.

(617.B41) KZINTIS: The Kzintis use the complete normal economic system. To reflect economic exhaustion, multiply the points calculated by 0.50 for all turns of this scenario. The Kzintis receive no command points due to economic exhaustion. Command points can be purchased under (308.97). Kzintis may use one repair tug.

(617.B42) LYRANS: The Lyrans player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and the captured Neutral Zone hexes (5.2 points, less any areas recaptured or disputed by the Kzintis or transferred to the Klingons),
- Plus income from the Neutral Zone hexes noted in Sector A (0613, 0713, 0813) [This will be irrelevant unless the Kzintis recapture some of the Neutral Zone hexes held at start.],
- Plus 90 points from the general treasury (only 60 if there is no ceasefire in Sector A),
- Plus 5 "planetary bonus" XTPs from Sector A.
- Less any points lost if Lyrans territory in this sector is captured or devastated by the Alliance,
- Plus all points from off-map exploration.

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

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 special Lyrans production schedule. Free fighters are available to production for this theater. Lyrans in this sector receive the free prime team (522.1) and can buy one additional prime team (522.11) each turn.

The Lyrans can use the BATS along the original Kzinti border (and the new one at 1307, and their FRD) to repair damaged ships. The Lyrans can use the starbases at 0404, 0808, and 0705, and the capital to make conversions and repairs. If the Lyrans later build another starbase in this sector, they can use that for conversions and repairs also.

The Lyrans may use a repair tug.

(617.B43) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and from the captured Neutral Zone hexes (3 points, less any areas recaptured or disputed by the Kzintis or transferred to the Lyrans),
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance,
- Plus 30 points from the general treasury.

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

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 special Klingon production schedule. Free fighters are not available for production for this theater. The Klingons can buy one prime team per turn (522.11).

The Klingons can use the BATS along the original Kzinti border (and their FRD) to repair damaged ships. The Klingons can use the starbases at 1509 and 1107 to make conversions and repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also. The Klingons may purchase one command point per turn under (308.97). The Klingons have built an extra SB at Klinshai. The Klingons may not use repair tugs.

(617.B44) GORNS: The Gorn forces for Operation Remus may be transferred to this sector. Roll one die starting on the third turn. A die roll of 1-3 indicates arrival at 1902. Roll one die for each ship, with 1-3 indicating that the ship has arrived and 4-6 indicating that it remained in Gorn space. These ships are treated as an expeditionary force; the Kzintis must pay all expenses.

(617.B5) VICTORY CONDITIONS FOR SECTOR B

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any Kzinti planet held at the start of the scenario.
- 1 point if the Coalition captures any Kzinti planet held at the start of the scenario.
- 5 points if the Coalition holds hex 1401 at the end of the scenario.
- -1 point (each) if the Kzintis capture planet 1001 or 1105 and hold it to the end of the scenario.
- -3 points if there are no Coalition ships or bases in Kzinti territory at the end of the scenario.
- -1 point for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Kzinti forces in the sector (other than bases) outnumber the Coalition forces at the end of the scenario. (Use positive points if the Coalition outnumbers the Kzintis.)
- -1 point if the Kzintis manage to build a BATS within 2 hexes of original (pre-war) Klingon or Lyran territory and it remains undamaged at the end of the scenario (max 2); -3 for a starbase.

Victory is then established by the total number of points:

- 6 Coalition Incredible Victory (plus six or more)
- 4-5 Coalition Decisive Victory
- 2-3 Coalition Major Victory
- 1 Coalition Tactical Victory
- 0 Draw
- 1 Alliance Tactical Victory
- 2-3 Alliance Major Victory
- 4-5 Alliance Decisive Victory
- 6 Alliance Incredible Victory (minus six or more)

(617.B6) INVASIONS OF THE WYN CLUSTER

The Lyrans and Klingons both conducted invasions of the WYN cluster during this period. (If they had coordinated their attacks, they might well have succeeded, but the Lyran attack was more of an accident than anything else, while the Klingon attack was done because the WYNs, damaged by the Lyran attack, appeared weak enough to be conquered.) To reflect these invasions, the Lyrans and Klingons have each set aside forces. The Lyrans conduct their attack in Spring Y181 (Turn #26) while the Klingons attacked in Spring Y182 (Turn #28). The designated forces can be used for no other purpose until these attacks (do not even put them on the board; there is no condition that would result in their release). The attacks take place in the combat phase of the designated Coalition Player Turns. For each unit, roll one die, with 1-2 meaning the unit has survived, 3-4 meaning the unit is crippled, and 5-6 meaning that the unit was destroyed (no salvage). (For PF flotillas, roll one die to see how many PFs survived.) All of the ships then "retreat" from the WYN cluster hex and could retrograde in the same Player Turn. The surviving ships thereafter function normally.

(617.C) NORTHERN KLINGON-FEDERATION FRONT

HISTORICAL PERSPECTIVE: This sector was one in which the Federation and Klingons squared off directly in major battles. Even so, it was more of a shoving match as the large fleets in this sector made any serious attempt at a breakthrough unworkable. In effect, neither side could afford to have a major breakthrough in this area and both deployed ample fleets to ensure the sector remained calm. The overall Klingon goal was to exhaust the Federation in attrition battles (working behind their solid base network) while the Federation had to bring their logistics forward on thin and vulnerable networks and had no real barrier of bases to work behind. The Klingons reasoned that if the Federation was exhausted while their own forces remained reasonably intact, the Klingons could either resume the offensive or negotiate a separate peace.

AREA OF THIS SCENARIO: Federation territory west of the line from 2701 through 2708 through 2011 inclusive. Klingon territory from the xx09 through xx12 hex rows inclusive east of the 15xx hex row inclusive and province 1707. Neutral Zone hexes from 1907 through 1912 inclusive.

(617.C1) LYRANS

The Lyrans hold no Federation territory or Neutral Zone hexes adjacent to Federation territory. There is a Lyran MB set up in 1411 (the Klingon capital) and a Lyran BATS in 1807 (colocated with the Klingon BATS).

LYRAN FORCES (Set up in Klingon territory within Lyran supply.)

Warships: DN, BCH, 2xCA, NCA, 3xCW, 3xDW, 2xFF.
 Carriers: [CVL + CWE + DWE], FCR.
 Support ships: TGC, STJ, LTT, PFW, DWG, DWS, FTS, LAP, SAP, CPF, FRD, MILCON.
 Other: Admiral, Prime.

LYRAN GHQ FORCES (See 617.43)

Warships: DNH, BC, CA, CW, JGP, HDW, 2xDW.
 Carriers: [CVL + CWE + DWE].
 Support ships: LTT, FRD, STJ.
 Pods: 1x K-Battle (KBP), PFT, PTP, troop.
 Raid Pool: CW.
 Other: 1x Repair Ship, Prime.

LYRAN SECTOR C PRODUCTION

The Lyrans can produce ships for Sector C only by overbuilds.

(617.C2) KLINGONS

The Klingons previously captured and still hold the following Federation hexes: 2010, 2011, 2111. The Federation BATS in 2010 has been destroyed.

All original Klingon bases are intact (or have been replaced); none have been upgraded. All Klingon planets are undevastated and have their original defenses. The Klingons control the Neutral Zone hexes from 1910 through 1912 inclusive, including planet 1910.

KLINGON FORCES (Set up in Klingon-occupied Federation hexes or Klingon territory or Neutral Zone territory within the area of this sector.)

Warships: DX, C10, C7, D7C, 2xD7, D7D, D6, 2xD5W, 7xD5, 2xHDW, F6, 3xF5W, 4xF5L, 6xF5, E4.
 Carriers: 2x [D7V + AD5 + F5E], 2x [D5V + AD5 + F5E], 2x [FWV + F5E], D6V, CVT, 2xAD5, 4xF5E, E4R.

Support ships: D6M, 2xD6D, D6S, D5G, D5P, F5G, FTS, FTL, TGA, TGB, 2xD5D, 2xD5S, F5J, F5S, LAP, CPF, FRD.

Pods: 2x Battle (BP), 2xTroop.

Other: Admiral, Prime.

Planet 1910: six PDUs, one Mobile Base set up.

KLINGON GHQ FORCES (See 617.43)

Warships: C8, D7C, 3xD5, 2xF5L, 4xF5, 2xE4.

Carriers: F5V, F5E, SAV.

Support ships: D7A, D6M, D6S, MD5, LTT, F5S, FRD.

Pods: 2x Carrier (VP2).

Raid Pool: FD7.

Other: 1x Reserve, 1 Repair Ship, Prime, Monitor,

1xHDW-COG, 1xHDW-POG.

KLINGON SECTOR C PRODUCTION

Each Turn: D7 (sub D7C), 2xD5, F5L

(617.C3) FEDERATION

The Federation controls those provinces within the area of this sector which have not been captured by the Klingons [i.e., all of them except 2010]. The Federation controls Neutral Zone hexes 1907, 1908, and 1909.

The BATS in 2010, 2004, and 2008 were destroyed long ago. The BATs in 2006 has been rebuilt.

All planets in the Federation-controlled area are undevastated and have their original defenses with two exceptions:

The planet in 2106 was recaptured in Spring Y180 (Turn #24) and has one defense battalion.

The planet in 2306 was attacked earlier and has recovered from devastation; it has two defense battalions.

FEDERATION FORCES (Set up in Federation-controlled areas)

Warships: CX, DDX, FFX, DNG, DNH, BC, 3x CC, 4x CA, 11x NCL, 3x CL, 2xHDW, 8xDW, FFB, 12xFF.

Carriers: 1x [CVA + NAC + 2xDWA + SWAC+E3A], 2x [CVS + NAC + DWA + SWAC], [DWV+DWA], 2x[FFV + FFE], 2xNVH, CVL, DE, 2x DWA, 2x FFE, SAV, LAV, 2xFCR, FCF.

Support ships: TG, LTT, SC, 2xNSC, DWS, FFS, 3xNCD, CLD, CDW, CFF, CMC, NCT, FTL, FTS.

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

Other: Admiral, Prime, MILCON, 1xMonitor.

FEDERATION GHQ FORCES (See 617.43)

Warships: DNG, 2xNCA, HDW, 5xNCL, 3xDW, 6xFF.

Carriers: 3x [NVS + NAC + DWA].

Support ships: 2xLTT, TG, 3xNCD, FRD.

Raid Pool: CF.

Other: 1x MB, 1x Reserve Marker, 1x Repair Ship, Prime, 2xMonitor, 1xHDW-COG.

FEDERATION SECTOR C PRODUCTION

Each Turn 3xNCL, 2xDW, 1xFF; CC in fall. Option to buy one SWAC in Fall.

(617.C4) ECONOMIC RULES FOR SECTOR C

NOTE: See (617.12).

(617.C41) LYRANS: The Lyran player in this Sector Scenario has 15 EPs of income from the Lyran general treasury. To reflect economic exhaustion, multiply this income by 0.50 for all turns of this scenario.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the

rules. New production can only be done by overbuilding. Free fighters are not available to production for this theater.

The Lyrans can use the BATS in 1807 (and their FRD, and any newly-built BATS or SBs in this sector) to repair damaged ships. The Lyrans can use the starbase at 0608 to make conversions or repairs. If the Lyrans later build another starbase in this sector, they can use that for conversions and repairs also.

The Lyrans may purchase one command point per turn under (308.97) and one prime team per turn (522.11).

The Lyrans may not use repair tugs.

(617.C42) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and the captured Neutral Zone hexes (2.1 points, less any areas recaptured or disputed by the Federation or transferred to the Lyrans), [Province 2010 is divided between Sectors C and D and hence one-half of its income goes to either sector.]
- Plus 35 EPs and 5 "planetary bonus" XTPs from the general treasury,
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance.

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

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 special Klingon production schedule. Free fighters are not available to production for this theater.

The Klingons can use the BATS along the original Federation border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Klingons can use the starbase at 1509 to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also. One incomplete B10 is allocated to this sector (617.17).

The Klingons may purchase one command point per turn under (308.97) and one prime team per turn (522.11). They have six Lyran homeless ship support lines.

The Klingons may not use repair tugs.

(617.C43) FEDERATION: 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),
- Plus 15 points from the capital,
- Plus any income from Klingon territory in this sector captured by the Alliance.
- Plus any income from captured Neutral Zone hexes (initially 1907, 1908, 1909).

Exhaustion status:

Turns #26-27: full income as above

Turns #28-37: multiply by 0.75 for exhaustion

Turns #38 and later: multiply by 0.5 for exhaustion.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

The following Federation provinces are part of Sector C for economic purposes: 2201, 2202, 2004, 2007, 2501, 2403, 2204, 2207, 2701, 2603, 2405, 2408, and 2606. Note that a few hexes of 2010 and 2210 are in this sector for tactical purposes.

New production is taken from the special Federation production schedule. Free fighters are not available to production for this theater.

The Federation can use the existing BATS in this sector (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 2204 to make conversions or repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Federation for this Sector Scenario. The Federation may purchase one command point per turn under (308.97).

The Federation receives one free Prime Team in Sector C every fall turn.

The Federation may not use repair tugs.

(617.C5) VICTORY CONDITIONS FOR SECTOR C

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any Alliance planet held at the start of the scenario (once per planet).
- 1 point if the Coalition captures any Alliance planet (which the alliance held at the start of the scenario) and holds it to the end of the scenario.
- -1 point if the Alliance devastates any Coalition planet held at the start of the scenario (once per planet).
- -1 point if the Alliance captures any Coalition planet (which the Coalition held at the start of the scenario) and holds it to the end of the scenario.
- 3 points if the Coalition holds hex 2306 at the end of the scenario.
- -3 points if the Federation captures planet 1910 and holds it to the end of the scenario.
- -1 point if there are no Coalition ships or bases in Federation territory at the end of the scenario.
- -1 point if there are 10 Federation ships in original Klingon territory at the end of the scenario.
- -1 for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Federation forces in the sector outnumber the Coalition forces at the end of the scenario (other than bases). (Use positive points if the Coalition outnumbers the Federation.)
- -1 point if the Federation builds a BATS within 2 hexes of original (pre-war) Klingon territory and it remains undamaged at the end of the scenario.
- -2 points if the Federation builds a Starbase within 3 hexes of original (pre-war) Klingon territory and it remains undamaged at the end of the scenario.

Victory is then established by the total number of points:

- 6 Coalition Incredible Victory (plus six or more)
- 4-5 Coalition Decisive Victory
- 2-3 Coalition Major Victory
- 1 Coalition Tactical Victory
- 0 Draw
- 1 Federation Tactical Victory
- 2-3 Federation Major Victory
- 4-5 Federation Decisive Victory
- 6 Federation Incredible Victory (minus six or more)

(617.D) SOUTHERN KLINGON-FEDERATION FRONT

HISTORICAL PERSPECTIVE: It was in this sector that most of the fighting took place in the years just prior to *Winds of Fire*, as the Federation used the success of Operation Wedge and the failure of the Klingon Operation Nutcracker to cement a firm grip on the territory between the Orions and Tholians. Here the titanic clashes and sweeping battles of maneuver decided the fate of empires. The Klingons were far from their capital and the Tholians could be of at least some use in regions close to their space. The Federation reasoned that the destruction of the key Klingon starbase in this region (2318) would permanently realign the power structure.

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. All Tholian territory. Neutral Zone hexes from 1913 to the 30xx hex column, inclusive. Note that the Orion Enclave (Province 2911) is no longer neutral but is now part of the Federation.

(617.D1) KLINGONS

The Klingons previously captured and still hold the following Federation hexes: 2012, 2112, 2113. All Federation bases in those hexes have been destroyed. All original Klingon bases are intact (or have been replaced); the BATS in 2014 has been upgraded to a starbase (with two stasis field generators). All Klingon planets are undevastated and have their original defenses. The Klingons control the Neutral Zone hexes from 1913 to 2214, inclusive, including planet 2214. The Klingons built a BATS in 2112.

This Sector is the Klingon Main Effort.

KLINGON FORCES (Set up in Klingon-occupied Federation provinces or Klingon or Neutral Zone territory within the area of this scenario.)

Warships: DX, FX, C10, C8, C7A, 3x D7C, 3x D7, 2x D6, 2xD5W, 27xD5, 3xHDW, F6, 5xF5W, 5xF5L, 10xF5, 2xE4.

Carriers: 1x [C8S + AD6 + 2xF5E], 1x [C8V + AD5 + 2xF5E], 1x [D7V + AD5 + F5E], [D5V + AD5 + F5E], [D5VH + AD5 + F5E], 1x [F5V + E4A], 1x [E4V + E4A], 1x D6V, 1x CVT, 2x AD5, 2x F5E, 1x LAV, ASC, F5R.

Support ships: 2xD6M, 3xD6D, TGA, D5J, 3xD5D, 2xD5S, 2xD5P, D5G, F5G, F5S, F5J, FRD, MB, Convoy, MILCON, FTS, FTL.

Pods: 2x Battle (BP), 2x Drone (DP), 2x Carrier (VP3), VHP, SCP, PFT, PTP, 2xTroop.

Other: 2xAdmiral, 2xPrime, CPX.

KLINGON GHQ FORCES (See 617.43)

Warships: C8, 3xD7C, 8xD5, 2xHDW, 6xF5L, 8xF5, 3xE4.

Carriers: [D7V + AD5 + F5E], 1xAD5, [FWV+F5E], SAV, E4R.

Support ships: C9A, D6D, 2xD6S, D6P, 2xMD5, D5S, 2xLTT, 1xF5S, 2xFRD, Tug-B, 77th Division.

Pods: 2x heavy carrier (VAP).

Raid Pool: C5A, FD7, D5P.

Other: 2x Reserve, 1x Repair Ship, 1x Command point, Admiral, 2xPrime, 3xMonitor (two with fighter pallet, one with SCS pallet), 1xHDW-COG, 1xHDW-POG, SAF, FRX.

KLINGON THOLIAN BORDER SQUADRON (Set up in Klingon territory within four hexes of Tholian territory.)

Warships: D7C, D6, 2xF5L, 4xF5, 3xE4.

Carriers: [F5V + E4A].

Support ships: 2x F5S, LTT.

KLINGON SECTOR D PRODUCTION

Spring: C8, D7C, D5W, 4xD5, HDW, 2xF5W, F5Q.

Fall: D7C, D6, D5W, 4xD5, HDW, 2xF5W, F5Q.

(617.D2) FEDERATION

The Federation controls those provinces within the area of this Sector Scenario which have not been captured by the Klingons.

All planets are undevastated and have their original defenses with two exceptions:

The planet in 2715 was recaptured in Fall Y178 (Turn #21), has recovered, and has two defense battalions.

The planet in 2610 has recovered from devastation and has four defense battalions.

The Federation BATS in 2012, 2213, 2414, 2612, 2615, 2816, and 3016 have been destroyed. The starbase at 2211 has been destroyed. The starbase at 2915 has been destroyed and replaced by a BATS.

The Federation controls Neutral Zone hexes 2717, 2718, 2817, 2917, and 3017. (Hexes 2619 through 2315 are not held by either player.)

This Sector is the Federation Main Effort.

FEDERATION FORCES (Set up in Federation-controlled provinces)

Warships: CX, DDX, FFX, DNH, DNG, DN+, BC, 3xCC, 2xCA, 2xNCA, 30xNCL, 5xCL, 2xHDW, 3xDW, FFB, 24xFF.

Carriers: [CVA + ECL + 2xDE + SWAC+E3A], 1x [CVB + NAC + DWA], 2x [NVS + NAC + FFE], 2x [NVL+NEC+FFE], 2xNVH, 2x [DWV+DWA], 2x [FFV + FFE], 1x CVL, 1x SAV, 1x LAV, 2xNAC, 2xDE, 3xDWA, 2xFFE, 2xFCR, 2xFCF.

Support ships: CAD, TG, 2xSC, 4xNSC, 2xLTT, CDW, 2xDWS, 2xCFF, FFS, 6xNCD, COV, FRD, MB, FTL, FTS, 3xNCT.

Pods: 1x carrier (VP), 1x Heavy Carrier Pod (VAP), 1x Battle (BP), Scout Pod, VHP.

Other: SAF, Admiral, 3xPrime, 1x LTF.

FEDERATION GHQ FORCES (See 617.43)

Warships: SCX, 2xCC, 3x NCA, HDW, 6xNCL, 2xDW, 6xFF.

Carriers: 2x [CVS + NAC + FFE].

Support ships: TG, LTT, CFF, CMC.

Pods: 1x Light Battle (LBP), 2xTroop.

Raid Pool: CF, DNL, BC.

Other: 2x Reserve Markers, Admiral, 2xPrime, 2xMonitor, HDW-COG, HDW-AOG.

FEDERATION SECTOR D PRODUCTION

Spring: [CVA+NAC+DWA+FFE], CC, NCA, 4xNCL, 3xDW, 2xFF.

Fall: CC, 5xNCL, 1xHDW, 4xDW, 2xFF.

(617.D3) OTHER RACES

(617.D31) KZINTIS: If this sector scenario is combined with Sectors B and C, the Federation and Kzinti players could jointly agree to transfer up to 10 Kzinti ships from Sector B to Sector D; they would operate as an Adopted or Expeditionary Force. Any Kzinti reinforcements or replacements would have to come across the map by normal movement. The

Federation could adopt the ships or the Kzintis could send them as an expedition. Historically, this was not done, but there were discussions of doing it. This could be done as a balance factor when playing Sector D alone.

(617.D32) LYRANS

There are no Lyrans in this sector. Players combining Sectors C and D could move some of the Lyran GHQ forces from Sector C into the area of Sector D.

(617.D33) THOLIANS

The Tholians control only their own territory. None of their territory has been captured or devastated. All of their original bases (lost in Y177) have been replaced; none have been upgraded, and no new ones have been added.

This Sector is the Tholian Main Effort.

The Tholians (who appear only in Sector D) use the normal Economics rules but cannot transfer EPs to other races. The Tholians had historically entered the war on Turn #18 Spring Y177 and will not face exhaustion until Turn #33 Fall Y184. They will be forced home to fight Seltorians on Turn #28 Spring Y182. They may use one repair "tug" (actually a CPC group).

All Tholian bases are intact (or have been replaced).

Neutral Zone hexes 3117, 3118, 3216-3219 are disputed and not held by any race.

Note rule (604.151) which requires the Tholians to return to their original home territory by the end of Turn #28, Spring Y182, in order to confront the Seltorian threat. Also note that under rule (503.33), the Tholians cannot move more than two hexes outside of their original territory (including raids) except for the one expeditionary fleet provided by (503.34). At the end of Turn #28, all Tholian bases outside Tholian territory are removed from the map, and do not count for victory for either side.

THOLIAN FORCES (Set up in Tholian territory)

Warships: 2xDNH, DN, CC, 2xCA, 2xCW, 3x DD, 12xPC.

Neo-Tholian: 2xNDN, 3xNCA, 3xNCL.

Carriers: 1x [CVA + 2xPCE], 2x [BW + PCE], [CWV + 2xPCE]

Raid Pool: NCL, CC.

Support ships: 3xSC, 2x[3CPC], LTT, PFT, PFW, 3xPrime.

Pods: Two troop pods.

Other: One Reserve marker, two Repair ships, no Command Points, one admiral.

The concept of GHQ forces does not apply to the Tholians, who appear only in this Sector Scenario.

(617.D34) SELTORIAN FORCES

Seltorian counters will be presented in the future F&E Expansion CIVIL WARS. For purposes of AO, simply send the Tholians home and ignore them, as the Seltorian threat is keeping them home. For those who wish to simulate the activities of the Seltorians, use Orion counters as follows:

Initial forces (place in hex 2519 on Turn #28): BATS (with four PF flotillas), 2xCA, 2xSAL, 7xLR, 5xDW, 2xVIK, PFT. Production (at no cost) is as follows:

Fall Y182: SAL, DW, PFT, 3xLR, LRS, 12xPF

Spr Y183: CA, DW, DWS, 4xLR, 12xPF

Fall Y183: SAL, DW, PFT, 3xLR, LRS, 12xPF

The Seltorian/Orion BATS represents the Hive Ship and has a repair capacity of 12 repair points per turn.

The Tholians still go home and are still under all restrictions, even if all Seltorians are destroyed. Allied units can attack the Seltorians (but why would they?) and Coalition forces can ally with the Seltorians in attacks on Tholians.

Seltorian ships ignore webs. See the web caster rules for the interaction of Seltorians with them.

(617.D4) ECONOMIC RULES FOR SECTOR D

NOTE: See (617.12) for exhaustion.

(617.D41) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and from the captured Neutral Zone hexes including those noted in Sectors A, B, and C (2.3 points, less any areas recaptured or disputed by the Federation or transferred to the Lyrans), [Province 2010 is divided between Sectors C and D and hence one-half of its income goes to either sector.]
- Plus 54 points from the general treasury,
- Less five "planetary bonus" XTPs sent to Sector C.
- All EPs from off-map exploration,
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance or Vudar (617.51).

To reflect economic exhaustion, multiply the points calculated above by 0.50 for all turns of this scenario.

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 special Klingon production schedule. Free fighters are available to production for this theater.

The Klingons can use the BATS along the original Federation border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Klingons can use the starbase at 1716 and the capital to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

One incomplete B10 is allocated to this sector (617.17). It has accumulated 34 points to date.

The Klingons receive no free command points due to economic exhaustion. Command points can be purchased under (308.97). The Klingons have purchased one command point for this sector before the scenario begins (617.16). See (617.13) for other items.

The Klingons may use a repair tug in this sector.

(617.D42) FEDERATION: 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),
- Plus 31 points from the capital (province 2907 is part of the points from the capital and does not count separately),
- Plus EPs from off-map production.
- Plus any income from Klingon territory in this sector captured by the Alliance.
- Plus any EPs from captured Neutral Zone hexes.

Exhaustion status:

Turns #26-27: full income as above

Turns #28-37: multiply by 0.75 for exhaustion

Turns #38 and later: multiply by 0.5 for exhaustion.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

The following Federation provinces are part of Sector D: 2010, 2212, 2514, 2815, 2210, 2512, 2813, 2609, 2911, and 2909. New production is taken from the special Federation production schedule. Free fighters are available to production for this theater.

The Federation can use the existing BATS in this sector (and their FRD, their LTF, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 2808 and the capital to make conversions or

repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

The Federation receives one command point per turn on Turns #26 and #27. Additional command points can be purchased under (308.97). See (617.13) for the main effort.

The Federation receives one free prime team sector D every turn.

The Federation may use a repair tug in this sector.

The free Federation SWAC goes to this sector.

(617.D5) VICTORY CONDITIONS FOR SECTOR D

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any Alliance planet held at the start of the scenario (once per planet).
- 1 point if the Coalition captures any Alliance planet (which the alliance held at the start of the scenario) and holds it to the end of the scenario.
- -1 point if the Alliance devastates any Coalition planet held at the start of the scenario (once per planet).
- -1 point if the Alliance captures any Coalition planet (which the Coalition held at the start of the scenario) and holds it to the end of the scenario.
- 3 points if the Coalition holds hex 2715 at the end of the scenario.
- 2 points if the Orion Enclave is neutral at the end of the scenario.
- -1 point if the Federation captures planet 2214 and holds it to the end of the scenario.
- -1 point if there are no Coalition ships or bases in Federation territory at the end of the scenario.
- -1 point if there are 10 Federation ships in original Klingon territory at the end of the scenario.
- -1 point for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points if the Tholian forces at the end of Turn #28 have fewer attack factors than it had at the start of the scenario.
- -3 points if the Tholian homeworld is devastated by the Klingons, -6 if it is captured by the Klingons.
- -3 points if a Federation LTF is destroyed.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Federation forces in the sector outnumber the Coalition forces at the end of the scenario (other than bases). (Use positive points if the Coalition outnumbers the Federation.)
- -1 point if the Federation builds a BATS within 2 hexes of original (pre-war) Klingon territory and it remains undamaged at the end of the scenario.
- -2 points if the Federation builds a Starbase within 3 hexes of original (pre-war) Klingon territory and it remains undamaged at the end of the scenario.

Victory is then established by the total number of points:

- 6 Coalition Incredible Victory (plus six or more)
- 4-5 Coalition Decisive Victory
- 2-3 Coalition Major Victory
- 1 Coalition Tactical Victory
- 0 Draw
- 1 Alliance Tactical Victory
- 2-3 Alliance Major Victory

- 4-5 Alliance Decisive Victory
- 6 Alliance Incredible Victory (minus six or more)

If combining Sector D with Sectors C and/or E, use the Victory Conditions for Sector D.

(617.E) FEDERATION-ROMULAN FRONT

HISTORICAL PERSPECTIVE: The Romulans had, during the attrition period following the failure of Operation Nutcracker, steadily given up conquered Federation territory and diverted their attention to the Gorns, which they regarded as the primary enemy. The Romulans had suffered a major defeat in Y180 as they attempted to push a major offensive toward the Gorn capital, and had stripped the Federation border of units to support the other theater. This Romulan refocus, coupled with the major Alliance offensive in the Gorn-Romulan sector, left the original Federation-Romulan front almost a backwater. The Federation was more than happy to not make too much trouble in this sector, focusing instead on Sectors C and D, but the commander of the 6th Fleet was more than willing to take any opportunity offered by the Romulans.

AREA OF THIS SCENARIO: Federation territory east of the line from 3116 to 3107 to 2906 to 2806 to 2801 inclusive. Romulan territory south of the line from 3814 to 4819 inclusive, plus all of provinces 4115, 4416, and 4618. Neutral Zone hexes from the 31xx hex column through 3813 inclusive.

Neutral Zone hexes 3117, 3118, 3216-3219 are not held by any player at the start of this scenario.

(617.E1) FEDERATION

The Federation controls all original Federation territory in this Sector Scenario.

Planet 3612 was recaptured in Fall Y179, Turn #23. Planet 3711 was recaptured in Spring Y180, Turn #24.

The BATS in 3212, 3215, 3414, 3613, 3812, and 3810 have been destroyed, as has the starbase in 3611. The BATS in 3209 was destroyed but has been replaced.

FEDERATION FORCES (Set up in Federation territory east of hex column 30xx)

Warships: CX, DDX, FFX, DNH, DNG, DN+, 2xBC, 5x CC, 2x CA, 3xNCA, 18xNCL, 4xCL, HDW, 10xDW, FFB, 19x FF.

Carriers: 1x [CVB + DE + FFE], 2x [CVS + NAC + DWA], 1x [NVL + NEC + FFE], 2x [NVS + NAC + DWA], 2x [DWW + DWA], 2x [FFV + FFE], CVL, DE, 3x DWA, 5x FFE, NVH, SAV, LAV, 2xFCR, FCF, 2xSWAC.

Support ships: 3x TG, 2x LTT, 4x NCD, CLD, 2x SC, 3x NSC, 1x FFS, 1x MB, DWS, CDW, CFF, CMC, NCT, FTS, FTL.

Pods: 1x carrier (VP), 1x heavy carrier (VAP), 1x Battle (BP), Scout Pod (SP).

Other: SAF, Admiral, 3xPrime, LTF.

FEDERATION GHQ FORCES (See 617.43)

Warships: DNG, 2xNCA, HDW, 3x FF.

Carriers: 1x [NVS + NAC + FFE].

Support ships: TG, NCD, LTT, FRD.

Raid Pool: DNL, CF.

Pods: 1x Light Battle (LBP), VHP.

Other: 1x Reserve Marker, Admiral, Prime, Monitor, 1xHDW-COG.

FEDERATION SECTOR E PRODUCTION

Spring: CC, 4xNCL, HDW, 3xDW, FF; option to buy one SWAC.

Fall: DN, NCA, 4xNCL, 3xDW, FF.

(617.E2) ROMULANS

The Romulans control all of their original territory in this Sector Scenario, but no Allied territory. They control Neutral Zone hexes 3714 through 3316 inclusive including the planet in 3415. All original Romulan bases are intact. The BATS in 3516 has been upgraded to a starbase. All Romulan planets are undevastated and have their original defenses. The Romulans have built a BATS at 3415 and have deployed a defense battalion on the planet.

ROMULAN FORCES (Set up in Romulan-occupied Neutral Zone hexes or in Romulan territory.)

Warships: CNH, CON, VUL, NH, 2xSUP, 6xKE, 3xFH, 14xSP, 9xWE, 3xBH, HDW, 10xSK, 6xSEH, 3xSNB, 2xSN.

Carriers: [SUB + SPM + 2xSKE], 2x [SPB + 2xSKE], 3x [SKB + SKE], 1x SPM, 1x LAV, 2xFCR.

Support ships: FHF, 2xSPF, 2xSPC, 2xSE, 3xSKF, SPH, SEC, Convoy, MILCON, CE, SPG, SKG, SEG, FTS, FTL.

Pods: Romulans do not use pods in F&E.

Other: Admiral, 2xPrime.

ROMULAN GHQ FORCES (See 617.43)

Warships: NH, SUP, 3xFH, 2xSP, 6xSK, 3xSN.

Carriers: 1x [SPV + 2x SKE], 2x [SEB + SEE].

Support ships: 1x KRT, 1x FHF, (3)FE, 1xSPC, SE, SEC, FRD, MB.

Raid Pool: FFH, SP, SK.

Other: 1x Reserve Marker, 1x Repair Ship,

1x Command Point, Prime, Monitor, 1xHDW-COG.

ROMULAN FORCES on Tholian Border (Set up in Romulan territory within 4 hexes of Tholian territory.

Movement is not restricted.)

Warships: FH, 3xSP, 3xSK, 3xSN, 3xK4.

Carriers: [2x WH, 2x BHE].

Support ships, Other: None.

ROMULAN SECTOR E PRODUCTION

Spring turns: NH, 2xSP, HDW, 2xSK, SEH, SN.

Fall turns: NH, 2xSP, 3xSK, SEH, WE.

(617.E3) GORNS

If this sector scenario is combined with Sector F, the Federation and Gorn players could jointly agree to transfer up to 10 Gorn ships from Sector F to Sector E; they would operate as an Adopted or Expeditionary Force. Any reinforcements or replacements would have to come across the map by normal movement. Any available EPs would have to be provided by the Federation (which has adopted the ships) or by the Gorns. Historically, the Federation and Gorns did undertake numerous small exchanges and joint operations. This could, of course, be done during a combined E+F scenario by normal movement.

(617.E4) ECONOMIC RULES FOR SECTOR E

NOTE: See (617.12) for exhaustion.

(617.E41) ROMULANS: The Romulan player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and captured Neutral Zone hexes (2 points, less any areas recaptured or disputed by the Federation),
- Plus 49 EPs and 5 "planetary bonus" XTPs from the general treasury,

- Less any reduction caused by Romulan territory in this sector captured or devastated by the Alliance.

To reflect economic exhaustion, the Romulans multiply the above income by 0.50 during this scenario.

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 special Romulan production schedule. Free fighters are not available to production for this theater.

The Romulans can use the BATS along the original Federation border (and the BATS in 3415, and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Romulans can use the starbase at 4015 to make conversions or repairs. If the Romulans later build another starbase in this sector, they can use that for conversions and repairs also.

There are no free command points available to the Romulans for this Sector Scenario. The Romulans may purchase one command point per turn under (308.97). The Romulans have accumulated one command point for this sector before the scenario begins (617.16). The Romulans may purchase one prime team per turn (522.11). The Romulans have two turns of spare parts for their KRs (covering all ships in sectors E and F).

The Romulans may not use a repair tug in this sector.

(617.E42) FEDERATION: 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),
- Plus 5 points from the capital,
- Plus any income from Romulan territory in this sector captured by the Alliance.
- Plus any income from captured Neutral Zone hexes.

Exhaustion status:

Turns #26-27: full income as above

Turns #28-37: multiply by 0.75 for exhaustion

Turns #38 and later: multiply by 0.5 for exhaustion.

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 special Federation production schedule. Free fighters are not available to production for this theater.

The Federation in Sector E receives one free prime team in every Spring Turn.

The Federation can use the existing BATS in this sector (and their FRD, their LTF, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 3604 to make conversions or repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Federation for this Sector Scenario. The Federation may purchase one command point per turn under (308.97).

The Federation may not use repair tugs.

(617.E5) VICTORY CONDITIONS FOR SECTOR E

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any Alliance planet held at the start of the scenario (once per planet).
- 1 point if the Coalition captures any Alliance planet (which the alliance held at the start of the scenario) and holds it to the end of the scenario.

- -1 point if the Alliance devastates any Coalition planet held at the start of the scenario (once per planet).
- -1 point if the Alliance captures any Coalition planet (which the Coalition held at the start of the scenario) and holds it to the end of the scenario.
- -1 point if the Federation captures planet 3415 and holds it to the end of the scenario.
- -1 point if there are no Coalition ships or bases in Federation territory at the end of the scenario.
- -1 point if there are 10 Federation ships in original Romulan territory at the end of the scenario.
- -1 point for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- +3 points if a Federation LTF is destroyed.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Federation forces in the sector outnumber the Coalition forces at the end of the scenario (other than bases). (Use positive points if the Coalition outnumbers the Federation.)
- -1 point if the Federation builds a BATS within 2 hexes of original (pre-war) Romulan territory and it remains undamaged at the end of the scenario.
- -2 points if the Federation builds a Starbase within 3 hexes of original (pre-war) Romulan territory and it remains undamaged at the end of the scenario.

Victory is then established by the total number of points:

6 Coalition Incredible Victory (plus six or more)

4-5 Coalition Decisive Victory

2-3 Coalition Major Victory

1 Coalition Tactical Victory

0 Draw

-1 Federation Tactical Victory

-2-3 Federation Major Victory

-4-5 Federation Decisive Victory

-6 Federation Incredible Victory (minus six or more)

(617.F) THE GORN-ROMULAN FRONT

HISTORICAL PERSPECTIVE: The Romulans had shifted their strategic weight from the Federation to the Gorns during the period of attrition warfare after Operation Nutcracker. This had enabled them to retake some of the territory captured by the Gorns and to start a drive into Gorn space. The Gorns were fighting well, however, and the theater was at a critical point where either side could win if it could assemble enough force. That opportunity was to lead the Alliance to launch Operation Remus. The Federation (and the Kzintis, who had to be virtually bribed to send ships this far afield) reasoned that a decisive attack on Remus (and then on Romulus) could force the Romulans out of the war entirely, which would allow the Allied forces to launch a major drive on Klinshai about Y183.

AREA OF THIS SCENARIO

- All Gorn territory. Romulan territory north of the line from 3914 to 5019 inclusive, except for provinces 4115, 4416, and 4618.
- Neutral Zone hexes between Gorn and Romulan territory.

- Neutral Zone hexes north of (and south of) the ISC but not adjacent to the ISC.
- Neutral Zone hexes between Gorn and Federation Territory, plus 3913 through 3910.

(617.F1) ROMULANS

The Romulans held one captured Gorn province (4707, the remains of an offensive that was not given adequate forces) and one of their provinces (4110) was disrupted by the Gorns. The Romulans hold Neutral Zone hexes 4409 through 5009, plus 5919, 6018, 6019, 6118, 6119, 3813, and 3913. All original Romulan bases are intact or have been rebuilt except for 4010 and 4110, which were destroyed. The BATS at 4710 has been upgraded to a Starbase. All Romulan planets (except 4112) are undevastated and have their original defenses. The Romulans recaptured planet 4112 on Turn #23 Fall Y179 and have deployed two defense battalions there. The Romulans have built another starbase in 4613 (at Vesuvius). All Romulan provinces have been explored.

This Sector is the Romulan Main Effort.

ROMULAN FORCES (Set up in unoccupied Romulan territory north of the line from 3914 to 5019 inclusive.)

Warships: CNH, 2xSUP, 5xKE, 2xKRC, K7R, KR, 2xFH, 9xSP, 8xWE, 2xHDW, 3xK5L, 9xSK, 3xSNB, 6xK5, 6xSEH, 4xSN, 7xK4.

Carriers: [CNV+SPM+2xSKE], 2xSPB, SPV, 2x[SKB+SKE], 3xSPM, 3xSKE, 2x[SEB+SEE], SAV, 2xBHF.

Support ships: 2xFAL, 2xKRM, 2xSPC, 1xSKF, KRS, 2xK5S, 1xSPH, SEC, CE, SPG, SKG, SEG, FTS, FTL.

Pods: Romulans do not use pods in F&E.

Other: Admiral, 3xPrime, MILCON.

ROMULAN GHQ FORCES (See 617.43)

Warships: KC9, NH, K7R, FH, 2xSK, SN.

Carriers: 1x[KRV+2xK4D], 1x[SEB+SEE], BHF.

Support ships: 1xKRT, (3)FE, 3xSPC, 1xSE, 1xFRD, 1xMB.

Raid Pool: FFH, 2xSP.

Other: 2x Reserve Markers, 2xRepair Ship, 1xHDW-COG, 1x Command Point, 2xMonitor, Admiral, 2xPrime.

At Remus: CON, CNV; these dreadnoughts are crippled. They can be repaired (one per turn) and converted during repair starting on the second turn of the scenario. The Romulans can deploy six extra PDUs in the Romulans and Remus systems (each) within the limits of the rules.

ROMULAN FORCES ON ISC BORDER

2xVUL, 2xNH, 2xFH, 3xSP, 3xSK, 3xSEH, 2xWE, SPC, [SPB+SPM+SKE], SPG. These forces cannot be used in this scenario unless activated by the Capital Defense Priority (511.4) or attacked by the Alliance. They must be divided as evenly as possible (in terms of attack factors) between the Romulan BATS on the ISC border.

ROMULAN SECTOR F PRODUCTION

Spring turns: NH, 2xSP, 3xSK, 2xSEH, WE.

Fall turns: CON, 2xSP, HDW, 2xSK, 2xSEH, SN.

(617.F2) GORNS

The Gorns control all of their original territory within this sector except province 4707. The Gorns have captured Romulan hexes 4110, 4111, 4010, 4011. (This is a net loss since Y176.)

All original Gorn bases are intact (or have been replaced) except for 4608 and 4808, which were destroyed; the BATS in

4506 has been upgraded to a starbase. All Gorn planets are undevastated and have their original defenses, except that two defense battalions have been added to each planet in each capital system. The Gorns control all Neutral Zone hexes between Gorn and Federation territory (3701 through 3909 inclusive), the Neutral Zone hexes north of 5301 to 5304 to 5901 to 6102 inclusive (including planet 5403), and hexes 3910-3912 (including the planet in 3912), plus 4009 through 4309 (including the planet in 4309).

All off-map Gorn forces have been activated before the time of this scenario.

This Sector is the Gorn Main Effort.

GORN FORCES (Set up in Gorn territory or occupied

Romulan Provinces or occupied Neutral Hexes.)

Warships: DN, DNG, DNT, DNC, BCH, CCH, CC, 3xBC, 5xCM, 3xCL, 8xHD, 3xHDW, 20xBD, 7xDD.

Carriers: [CV+CLE+BDE], 2x[HDV+HDE+BDE], [HVH+HDE+BDE], 2x[BDV+BDE], 2xFCR.

Support ships: 2xTG, 1xLSC, 3xLTT, 3xBDS, 3xHDS, 2xFRD, 2xMB, 2xBDG, 2xCOM, 2xDDG, 4xHCD.

Pods: 2x heavy battle (HBP), 2x light battle (LBP), 2xTroop, VHP.

Raid Pool: DNL, BF, CM, HD.

Other: 2x Reserve Markers, 2x Repair Ships, 2x Command Points, 3xMonitor, MILCON, 2xAdmiral, 5xPrime, 1xHDW-COG.

GORN FORCES ON ISC BORDER

DN, CC, 2xBC, 2xCM, 3xCL, 3xHD, 5xBD, BDS, 6xDD.

This ships must be divided as evenly as possible (in terms of attack factors) between the Gorn BATS on the ISC border and cannot be moved unless attacked or released by the Capital Defense Priority (511.4).

(617.F3) ALLIANCE OPERATION REMUS FORCES

Gorns: DNH, DNC, BCH, 2xCM, 3xHD, HDS, [HV+HDE+BDE], LTT, HDW, BDG, BDS, 3xBD, 1 Admiral, 2xPrime.

Federation: DNH, [CVA+NAC+2xDWA], BC, [CVS+NAC+DWA], [NVS+NAC+DWA], NSC, 3xNCD, 3xNCL, HDW, 3xDW, 2xFF, CMC, CFF, 1 Admiral, 1xPrime.

Kzinti: DNH, [SCS+MEC+2xDWE], MSC, PFT, BCH, 2xNCA, 3xCM, HDW, 3xDW, DWG, 3xFF, 1 Admiral, 4xPrime.

These forces were assembled from the Alliance partners for the attack on Remus. Players might, as an experiment, move them to any other sector (except Sector A), placing all ships in one of the designated hexes:

Sector B: 1202 or 1504

Sector C: 2006 or 2106

Sector D: 2610 or 2715

Sector E: 3612 or 3711

Sector F: 3912 (traditional) or 4309

Planet 3912 was captured in Fall Y180, Turn #25, but counts for the Gorn economy.

At the end of each game turn, roll one die for the Kzinti force (unless these forces are used in Sector B, in which case roll for the Gorn force). If the die roll is 1 or 2, the Kzintis (Gorns) go home and are removed from this theater. (Some of the Kzinti units could not be built at this time under the rules, but were historically present. They form an exception for this scenario only.)

For proper history, use this rule, which is optional unless playing several sectors together: at the end of each game turn starting with the second turn, roll one die to see if the Gorns agree to transfer forces to sector B. A die roll of 1-3 indicates

that they do. If so, roll one die for each ship (or carrier group) listed in (617.F3). If the result is 1-3, a ship of that type must be removed from this scenario; if the result is 4-6 that ship is not removed. Once the Gorns agree to a redeployment, stop rolling each turn.

The Federation and Kzinti forces set up on planet 3912. The Federation can use bases in Federation territory of Sector E for supply, repair, and conversions. The Kzintis are an expeditionary fleet [a special exception to the limit in (411.72)] supported by the Federation (which agreed to pay their support bills as part of the deal to get them into the theater). The Romulans may not enter hex 3912 on Turn #26 (Spring Y181).

(617.F4) ECONOMIC RULES FOR SECTOR F

(617.F41) ROMULANS: The Romulan player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and captured Neutral Zone hexes in this sector (3.8 points),
- All EPs produced in any Romulan territory,
- Less 49 EPs and 5 "planetary bonus" XTPs sent to sector E,
- All EPs from off-map exploration,
- Less any reduction caused by Romulan territory in this sector captured or devastated by the Alliance. (Note that Romulan territory in Sector E captured by the Alliance is deducted from the 54 points allocated to Sector E.)

To reflect economic exhaustion, the Romulans multiply the above income by 0.50 during this scenario.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules. The Romulans have two turns of spare parts for their KRs (covering all ships in sectors E and F).

New production is taken from the special Romulan production schedule. Free fighters are available to production for this theater.

The Romulans can use the BATS along the original Gorn border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Romulans can use the starbase at 4411 and/or 4812 and/or 5318 (and the capital) to make conversions or repairs. If the Romulans later build another starbase in this sector, they can use that for conversions and repairs also.

The Romulans do not receive command points due to economic exhaustion. Command points can be purchased under (308.97). The Romulans have accumulated one command point for this sector before the scenario begins (617.16). The Romulans in this sector receive the free prime team (522.1) and can purchase a second team under (522.11).

The Romulans use one repair tug in this sector.

(617.F42) GORNS: The Gorns (who appear only in Sector F) use the normal economic and production rules.

Exhaustion status:

Turns #26: full income as above.

Turns #27-36: multiply by 0.75 for exhaustion.

Turns #37 and later: multiply by 0.5 for exhaustion.

The Gorns can use a repair tug.

The Gorns receive one free command point on Turn #26 (if not using admirals), and none thereafter due to exhaustion. Command points can be purchased under (308.97). The Gorns have accumulated two command points before the scenario begins. The Gorns in this sector receive the one free prime team under (522.1) and can purchase a second team under (522.11).

(617.F43) FEDERATION: The Federation receives 10 EPs from the capital. All production is overproduction for this sector. All territory captured by the Federation (or by the Kzintis) counts for the Gorns. The Gorns may pay Federation expenses if they wish.

(617.F5) VICTORY CONDITIONS FOR SECTOR F

Victory is determined on the basis of points for specific objectives.

- 1 point if the Coalition devastates any Alliance planet held at the start of the scenario (once per planet).
- 1 point if the Coalition captures any Alliance planet (which the alliance held at the start of the scenario) and holds it to the end of the scenario.
- -1 point if the Alliance devastates any Coalition planet held at the start of the scenario (once per planet).
- -1 point if the Alliance captures any Coalition planet (which the Coalition held at the start of the scenario) and holds it to the end of the scenario.
- 2 points if the Coalition holds any Gorn Capital hex at the end of the scenario (per hex).
- -3 points if the Alliance holds any Romulan Capital hex at the end of the scenario. (Per hex)
- 1 point if the Coalition captures planet 4309 and holds it to the end of the scenario.
- -1 points if there are no Coalition ships or bases in Alliance territory at the end of the scenario.
- 1 point if there are 10 or more Coalition ships in original Gorn territory at the end of the scenario.
- 1 points if there are no Alliance ships or bases in Coalition territory at the end of the scenario.
- -1 point if there are 10 or more Alliance ships in original Romulan territory at the end of the scenario.
- -1 point for each Coalition BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- 1 point for each Alliance BATS destroyed during the scenario and not replaced in the same or an adjacent hex.
- 3 points if the Coalition holds hex 4705 at the end of the scenario.
- -2 points for each Coalition SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- 2 points for each Alliance SB destroyed during the scenario and not replaced in the same or an adjacent hex.
- -1 point for each 50 attack factors (counting EW points as attack factors) by which the Alliance forces in the sector outnumber the Coalition forces at the end of the scenario (other than bases). (Use positive points if the Coalition outnumbers the Alliance.)

Victory is then established by the total number of points:

- 6 Coalition Incredible Victory (plus six or more)
- 4-5 Coalition Decisive Victory
- 2-3 Coalition Major Victory
- 1 Coalition Tactical Victory
- 0 Draw
- 1 Alliance Tactical Victory
- 2-3 Alliance Major Victory
- 4-5 Alliance Decisive Victory
- 6 Alliance Incredible Victory (minus six or more)

(617.G) THE THOLIAN FRONT

HISTORICAL PERSPECTIVE: The Tholians were a part of the Alliance at the start of this scenario, although they were an associate member or co-belligerent pursuing their own objectives rather than those of the Alliance as a whole. The territory and forces from Sector G have been combined with those of Sector D for purposes of Scenario (617.0) Winds of Fire. The Romulan Forces went to Sector E. As the Romulans and Tholians had tacitly agreed to ignore each other, each may simply ignore their mutual border. For all intents and purposes, *there is no Sector G in Winds of Fire.*

(617.H) THE DRIVE ON KLINSHAI

In order to see how the General War might have turned out had the Alliance plan for Operation Remus actually worked, players can experiment with this special scenario. (It is noted that this won't be entirely accurate since The Drive on Klinshai wouldn't start until four turns later, by which time both sides would have more X-ships, but the procedure **below** will approximate the serious challenge that would have faced the Klingons.—*Peter Dimitri*)

(617.H1) Combine sectors C and D with all stated forces, plus the Allied Operation Remus forces. Territory from Sector A is in play. Use the Vudar rules based on a start date of Spring Y183.

(617.H2) Take all of the Federation forces from Sector E and arrange the counters in any convenient location. Move all convoy, military convoy, FRD, LTF, and Auxiliary counters to Sector C+D. The Federation player then selects one counter to move to Sector C+D. The Coalition player then **selects** twice as many ships which must remain in sector E (such ships are removed from the selection process). Repeat this process until all Federation ships from Sector E are allocated.

(617.H3) Take all of the Gorn forces in Sector F (other than the Remus forces) and repeat the procedure above to select 1/3 of them for redeployment to Sector C+D.

(617.H4) Take all of the Klingon forces from Sectors A and B and arrange the counters in any convenient location. Move all convoy, military convoy, FRD, and Auxiliary counters to Sector C+D. The Coalition player then selects one counter to move to Sector C+D. The Alliance player then selects twice as many ships which must remain in sectors A or B (such ships are removed from the selection process). Repeat this process until all Klingon ships from Sectors A and B are allocated.

(617.Z) DESIGNER'S COMMENTS

The players said they wanted a lot of ships in this scenario and I gave them as many as I could. The CVAs shown are at the historical limit; real players who have played the first twenty-five turns tend to have a few more.

When players start nitpicking the ship lists, I would ask them to consider that this scenario is huge, and the historical details of the Orders of Battle are immensely complicated, and **even the staff** (with two years to check things) did not catch every possible place where SFB history might tend to give reason to believe there should be one more, or one less, of some ship type on some sector. I am sure that in a scenario with a thousand ships on each side, you can easily forgive us for a minor discrepancy or two.

Similarly, there are no doubt places (especially when combining optional rules or free scenarios) that we managed to forget to provide some minor detail. If you're smart enough to play F&E, I am sure you and your opponent can come to a reasonable agreement as to how to handle it. We couldn't think of **everything** and decided to trust you.

(700.0) DATAFILES

ANNEX (701) ORDERS OF BATTLE

PWC: Pre-war construction; ships added to geographic fleets in turns before that race enters the War. In non-historical campaigns these ships are not part of the initial deployment of the race and would have to be built under normal construction rules.

See (431.2) for the construction of misc. units.

RESV: Reserve marker assigned to that fleet.

NOTE: There is no difference between the terms "CA" and "1xCA." The two forms are used interchangeably.

The term "within X hexes of Y" means to count the hex that the unit is in but not the hex that includes Y (neutral zone, base, etc.).

The term Y173+ means "In year Y173 and later".

Per year means calendar year.

The term "Allowed substitutions" refers to the production schedule, not the components of a carrier group.

Can always substitute CA or CC for DN; CA for CC.

For ease of reference, changes to the OB in various expansions are noted as such. During 2003, Marine Assault (MA) and Special Operations (SO) will be combined into Combined Operations (CO) but their data will continue to be listed separately for those using older rulebooks.

GENERAL PRODUCTION NOTES

Bases:

Can produce any number of PDUs per turn (431.21)

Can produce any number of PGBs per turn (441.11)

Can produce one MB per turn (431.21)

Can produce one FRD per turn (431.21)

Auxiliary ships:

Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

Can produce two Convoys per turn (431.21).

Can produce one military convoy per turn, but this counts against both the limits on convoys and auxiliaries. Military convoys do not count against the total limit on auxiliaries in service.

Can produce one FTL or two FTS per turn (521.23).

Can produce one SAF each Spring turn (520.1).

Regular Ships:

Can produce one FCR per turn by any means (526.34).

Can produce one Tug per year by any means. The Romulan 3FE and Tholian CPC are not under these limits.

Can produce one tug pod per turn up to the overall limits, except Romulans (431.22). See SITs for year that each pod type is available. Klingons, Kzintis, and Lyran (K types) can produce one "pair" of pods for those pods that come in pairs.

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 one scout per turn by substitution plus an unlimited number of conversions (432.41).

Can produce one drone ship per year by substitution plus limited conversions by race. Ships which are scouts and drone bombardment platforms count against *both* scout and drone ship limits (432.41).

Can produce one PFT by substitution plus one PFT by conversion per turn (432.42) once available.

Can produce one HDW per turn by substitution plus one per turn by conversion (525.21). Exception, Klingons and Federation may produce 2 by conversion. (525.21).

Can produce 1 MON per year (519.12).

Can produce one Fast Cruiser per turn by any means (525.12); one of these per year can be a DNL instead of a CF.

Can substitute an earlier version of the DN for a later one (e.g., Fed DN for DN+ or DNG) unless otherwise prohibited.

Other units, items, and abilities:

Produce one free command point per turn while at war and not exhausted (308.91) unless using admirals (316.0) in which case free command points are not received. Can purchase one command point per turn (308.97).

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).

Can produce one CPF per turn up to the overall limit (524.112) once these are available.

Can produce one HDW-COG per turn, plus one COG that replaces one allowed carrier production (525.23V). HDW-HOG if available counts against both the heavy fighter limit and the HDW-COG or (if available) the HDW-POG limit.

Can produce one HDW-POG per turn, plus one that counts against the PFT limit.

Can produce one HDW-FOG per turn plus one HDW-FOG that replaces allowed FCR production (525.23R).

Any ships produced or converted under CEDS count against the "by any means" limit.

(702.0) UNITED FEDERATION

1st (HOME) FLEET: Set up in 2908. DN, CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, 3xTG, FRD, 3xMB.

PWC: [CVA+ECL+2xDE], 3xNCL, 3xFF Spring Y171.

CVW: 1x SWAC

SO: 2xLAV

MA: 2xFTL, 3xFTS, CMC

AO: DNL, CF, Admiral; 1xFFS Spring Y171

2nd (EXPLORATION) FLEET: Set up in 2901. 3xCVL. These are survey cruisers withdrawn from that duty and used as light carrier/scouts in Wartime.

MA: add 1xCOV

3rd FLEET: Set up within four hexes of the Klingon NZ, but not in 7th or 4th Fleet areas. [CVS+DE+FFE], CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, TG, FRD, Resv.

PWC: DN activated Fall Y168; [CVB+DE+FFE] Spring Y169; 3xNCL, 3xFF Spring Y170.

SO: SAV

MA: CMC

AO: DNL, CF, Admiral; 1xFFS Spring Y169

4th FLEET: Set up within three hexes of the Kzinti Neutral Zone and north of hex row xx05 inclusive, plus hex 2305. CC, 3xCA, 3xDD, SC, 3xFF, TG, Resv.

PWC: DN activated Fall Y170; 3xNCL, 3xFF built Fall Y170.

SO: SAV

MA: CFF

AO: DNL, CF, Admiral

5th FLEET: Set up within three hexes of the Gorn Neutral Zone and north of xx08 inclusive. CC, 3xCA, 3xDD, SC, 3xFF, TG, Resv. (No PWC.)

MA: CFF

AO: Admiral.

6th FLEET: Set up within four hexes of the Romulan NZ, but not in the 7th or 5th Fleet areas. [CVS+DE+FFE], CC, 3xCA, 3xCL, 3xDD, SC, 6xFF, TG, FRD, Resv.

PWC: DN activated Fall Y169; [CVB+DE+FFE] Spring Y170.
SO: SAV
MA: CMC
AO: DNL, Admiral; 1xFFS Spring 170
7th FLEET: Set up in provinces 2813 and/or 2815. CC, 3xCA, 3xDD, SC, 3xFF. (No PWC)
MA: CFF
AO: Admiral.
GENERAL: 3 VP pods, 3 BP+ pods
MA: 6xMON, 2xAPod; PWC one prime team per turn.
AO: 1 Scout Pod.

(702.1) CONSTRUCTION (after Turn 6):

Fall Y171: DN, CA, 3xNCL, 3xFF
 Spring Y172: [CVA+ECL+2xDE], CA, 3xNCL, 3xFF
 Fall Y172: DN+, CA, 6xNCL, 6xFF
 Spring, Y173-Y174: [CVA+ECL+2xDE], CC, CA, 10xNCL, 12xFF.
 Fall, Y173-Y174: DN+, 2xCA, 12xNCL, 12xFF.
 Spring, Y175-Y178: [CVA+NAC+DWA+FFE], CC, CA, NCA, 11xNCL, 4xDW, 8xFF.
 Fall, Y175-Y178: DNG, 2xCA, NCA, 12xNCL, 5xDW, 9xFF.
 Spring, Y179+: [CVA+NAC+DWA+FFE], CC, CA, NCA, 11xNCL, HDW†, 7xDW, 4xFF.
 Fall, Y179+: DNG, 2xCA, NCA, 12xNCL, HDW†, 8xDW, 5xFF.
 See (525.311) for FFB production. See (525.314) for CLV activation. See (318.3) for Federation Reaction to the fall of two alliance capitals. The HDW† listed for Y179+ is the one allowed substitution.

(702.2) MOTHBALL RESERVE: 6xCA, 18xCL, 18xFF, 3xDD;

Can activate CA, DD, 3xCL, 3xFF each turn at full war, including turn of attack. (Limited War = CL + FF)

(702.3) ALLOWABLE SUBSTITUTIONS:

BC for CA or DN once per year in Y177 and later.
 [BCV+NAC+DWA] for BC+NCL+DW in Y182+.
 [BCS+NAC+DWA] for BC+NCL+DW in Y182+.
 BCJ for BC in Y183+.
 CC for CA in Y177+; CC for DN at any time.
 CF for CA within limits of (525.12).
 [CVS+DE+FFE] can be substituted for CA+DD/NCL+FF once per year. See (432.5) for the CVB.
 CVS or CVB can be substituted for CVA.
 DD or CL for NCL in Y168+.
 DN+ can be substituted for DN or CVA in Y172+.
 DNG can be substituted for DN or CVA in Y175+.
 DNH for DN or CVA in Y178+.
 DNL for DN or CVA in Y167+ under limits of (525.12).
 [DWV+FFE] for DW+FF in Y176+.
 FCF for DW in Y177+; FCR for FF in Y173+.
 FFB for DW in Y177+; see (525.311).
 FV+FFE can be substituted for 2xFF in Y172+.
 LTT for NCL once per turn Y173+; no overproduction.
 NCL for NCA.
 NCD for NCL once per year; see (309.0).
 [NVL+NEC+FFE] for 2xNCL + FF in Y173+.
 [NVS+NAC+FFE] for 2xNCL + FF in Y175+.
 [NVS+NAC+DWA] for 2xNCL+DW in Y176+.
 SCS for CVA after any other race builds a true SCS.
 TG for (or converted from) CA once/year but not both.
 Fast Warship production is limited by (525.12).

(702.4) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VAP+	0	3
	VP	3	3
	VHP	0	2
	HFP	0	2
	Scout	1	3
	Lt Battle	0	2
	Battle	3	3
	Assault	2	2

Drone: Can produce no more than one NCD per turn Fall Y171+ and no more than two NCDs per turn in Fall Y173+. Max of one drone ship per year by substitution; others must be conversions. The first CAD (525.321) and first two CLDs (525.322) do not count against this limit.

LTF: One can be assembled Spring Y178+, second LTF can be assembled one year after the first.

Carriers: Maximum of two carrier groups + one FV/DWV per turn by any means, including no more than one CVA/SCS and no more than one BCV/BCS per year.

BCS counts against carrier and putative PFT limits.

CVBs have 6 fighter factors until Y172 but still pay for 8 at the time of construction, except for the first two.

CVLs cannot be built except to replace lost CVLs.

COVs cannot be built except to replace lost COVs.

One NVH can be built in Spring Y177 and a second in Spring Y178 under carrier limits. Further NVHs can be built at a rate of two per turn (one substitution, one conversion) starting in Spring Y180 (440.1); these do not count against the carrier limit but against the putative Federation PFT limit.

Fifteen "free fighter factors" per year; see (431.74) and (442.6).

E2C SWAC production starts in Y171; E3A SWAC in Spring Y178 (317.3).

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

Activation of dreadnoughts in pre-war construction costs 3 EPs if the Federation is activated. It is of course part of the pre-war construction program (essentially free) if the Federation is not at war.

Prime Teams: receive two free per turn when at war, one free per turn when at peace; can buy one per turn; maximum 15 in service.

PF Deployment: Initial on Turn #26. Can build PFTs on Turn #27 and CPFs on Turn #28.

Heavy Fighter Introduction: See (529.0).

X-Ship Introduction: Spring Y180 Turn #24.

(702.5) FEDERATION AT WAR BEFORE TURN 7

If the Federation is attacked on Turn 1, 3, or 5, treat this as Turn 7 (Fall 171) for production purposes. If the Federation is attacked on Turn 2, 4, or 6, treat this as Turn 8 for production purposes. Thereafter proceed with Turns 8 (if applicable) and 9, and then to the full Wartime production rates. Ships not available are replaced by basic hull type. Also applies if the Hydrans activate the Feds. CVA groups cannot be built before Turn 6. See (432.5) for the first two CVB groups. Any NCLs on the production schedule are replaced with CLs or DDs as NCLs for Turns #1 through #3.

(703.0) KLINGON EMPIRE

HOME FLEET: Set up within two hexes of 1411. C8, D7C, 3xD7, 3xD6, D6M, 3xD5, 3xF5Q, 3xF5S, [FV+E4A], 6xE4, TGA, [D6V+2E4A], FRD, 2xMB, Resv.

SO: D7A

MA: 2xFTL, 3xFTS

AO: F5J, Admiral

EASTERN FLEET: Set up within two hexes of Federation Neutral Zone (not 1707-1708). D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGA

SO: SAV

MA: D6G

AO: FD7, D6J, Admiral

NORTHERN FLEET: Set up within two hexes of Kzinti Neutral Zone (not 1807-1808). D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [D6V+2E4A], TGA

SO: SAV

MA: F5G

AO: FD7, D6J, Admiral

WESTERN FLEET: Set up within two hexes of Hydran Neutral Zone. D7C, 3xD7, 3xD6, D6M, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGA

SO: SAV

MA: F5G

AO: FD7, D6J, Admiral

THOLIAN BORDER SQUADRON: Set up in 2517, 2518 and/or 2519; two ships in 2318 (can rotate between bases and planet while inactive). D7C, 3xD7, 3xD6, F5Q, F5S, [FV+E4A], 3xE4, TGA, Resv.

MA: F5G

AO: F5J

NORTHERN RESERVE: Set up in 1509. C8, D7C, 3xD7, 3xD6, D6M, 3xF5Q, F5S, [FV+E4A], 3xE4, [CVT+2E4A], TGB, FRD, MB, Resv.

SO: D6S, LAV

MA: D6G

AO: C5, F5J, Admiral, SAF

SOUTHERN RESERVE: Set up in 1716. D7C, 3xD7, 3xD6, D6D, 3xF5Q, F5S, [FV+E4A], 3xE4, [D6V+2E4A], TGB, FRD, MB, Resv.

SO: D6S, LAV

MA: D6G

AO: C5, F5J, Admiral, SAF

GENERAL: 4 battle pods, 2 drone pods, 4 VP2 carrier pods.

MA: 3xMON, 4xTPod

(703.1) CONSTRUCTION (Turns 1 through 6)

Fall Y168-170: D7C, D7, D6, 9xD5, 2xF5Q, 3xE4.

Spring Y169-Y171: C8, 2xD7, 9xD5, 2xF5Q, 3xE4.

CONSTRUCTION (Turns 7 through 13)

Fall Y171-Y174: D7C, D7, D6, 9xD5, 3xF5Q, E4.

Spring Y172-Y174: C8, 2xD7, 9xD5, 3xF5Q, E4.

CONSTRUCTION (Turns 14 through 21)

Spring Y175-Y178: C8, 2xD7, D5W, 8xD5, 3xF5W, 2xF5Q, E4.

Fall Y175-Y178: D7C, D7, D6, D5W, 8xD5, 3xF5W, 2xF5Q, E4.

Special: S176-F177 (Turns #16-#19): F6 see (525.312).

CONSTRUCTION (Turns 22 and after):

Spring Y179+: C8, 2xD7, D5W, 8xD5, HDW†, 2xF5W, 2xF5Q, E4.

Fall Y179+: D7C, D7, D6, D5W, 8xD5, HDW†, 2xF5W, 2xF5Q, E4.

(†The HDW listed is the allowed substitution.)

(703.2) MOTHBALL RESERVES: 24xD6, 12xF5, 12xE4.

Activate: 2xD6, 2xF5, 3xE4 each turn in Wartime; 1xD6 + 1xF5 per turn in Limited War. In the event that some or all of the KR ships in the Romulan OB are not delivered,

those are added to this mothball Reserve (except the C8, which would not have been built). The D7C, D7, and TGs are activated within the D6 limits; the F5s and E4s within their respective limits.

(703.21) IMPERIAL WAR RESERVE: This special group of ships was held in the capital for use only in the event of simultaneous War with the Hydrans, Kzintis, and Federation. This happened historically on Turn 7. The IWR is released immediately if enemy units move within one hex of the Klingon capital. The IWR can move and fight immediately; it does not pay for activation or receive free strategic movement. It includes three squadrons (each D7C, 2xD7, D6D, F5S, [AO: F5Q, 3xE4], and one command point) which are released on the first three turns of War with the three powers. These ships can be converted while in the IWR. Six D6s are added to the mothball fleet when the IWR is first released. In a free campaign, this fleet would also be released if the Klingons were at War with any three of the following (Hydran, Lyran, Federation, Kzinti, Tholian). See also (308.96).

(703.3) ALLOWABLE SUBSTITUTIONS

C5 for C8 in Y166+ under limits of (515.12).

C7 for D7 or C8 once per year in Y178+.

[C7V+AD5+F5E] for C7+D5+F5 in Y181+.

[C7S+AD5+F5E] for C7+D5+F5 in Y183+.

[C8S+AD5+2F5E] for C8+D5+2xF5 once per year in F179+ (replaces C8V).

[C8V+AD5+2F5E] for C8+D5+2xF5 once per year in Y174+.

C10 for C8 in Y179+

D5D for D5 or D6D for D6 or D7 once per year.

[D5V+AD5+F5E] for 2xD5+F5 once/turn Y170+.

D6M for D6 or D7 once per turn.

D6S for D6 or D7 one per year until Turn #7, then once per turn.

[D6V+2xE4A] for D6+ 2xE4 once/year Y167+.

D7D for D7 in Y176+.

D7C for D7 in Y179 and later.

[DV+2E4A] for D7+2xE4 in Y171+.

[D7V + AD5 + F5E] for D7+D5+F5 in Y173+.

E4R for E4 once per turn Y168+, or F5R for F5 once per turn Y172+.

[E4V+E4A] for 2xE4 once per turn Y169+.

F5L for D5, D6, or D7 once per turn.

F6 for F5W in 178+; see (525.312).

FD7 for D7 under limits of (525.12).

[FV+E4A] for F5+E4 once per turn.

FWV for F5W in Y175+ under CVE limit.

LTT for D5 once per turn Y169+. D5G counts under this limit and under the commando limit.

MD5 for D5 Y170+, max two per turn including D6Ms.

TG-A/B for D6 or D7 once per year.

General: D6 for D7; E4 for F5; F5 for F5L or F5W; D5 for D5W.

(703.4) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VP2 + VP3	4	6
	Drone	2	2
	Battle	4	4
	Troop	4	4
	CVA	0	2
	VHP	0	2
	PFT (pair)	0	2
	SCP	0	1
	PTP	0	4

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.

Carriers: Twelve "free fighter factors" per year; see (431.74) and (442.6).

Maximum of two carrier groups plus one escort (FV, EV, FWV) group per turn by any means; maximum of one C8V or C8S per year; maximum of one C7V or C7S per year.

Can operate one AD6 at any given time, starting in Y176+; see (525.325).

Can produce one FCR (F5R, E4R) per turn.

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

Maulers: Can produce no more than two maulers of any type by any means per turn. MD5s (Y170+) count against this limit.

Commando ships: Can produce one by substitution and one by conversion per turn. D5G also counts under the LTT limits.

Drone Ships: Can produce no more than two D6Ds by any means per turn. D5Ds (Y170+) count against this limit.

Penal Ships: See (528.0); no more than one F5J in each spring turn; no more than one cruiser (D6J or D5J) in each Fall turn. Penal PFs (528.28) count against cruiser limit but can be built in place of CPFs.

SFG Ships: Receive SFG "kit" each spring turn (312.11). See (312.12) for starbases. SFGs can be stored for later conversions, but no more than two SFG conversions can be made per turn.

PF Deployment: Initial on Turn #21. Can build PFTs on Turn #22 and CPFs on Turn #23. See (528.28) for penal PFs.

Other: One D7D can be produced per turn by any means. No more than one C5 can be produced in any given year by any means. Fast Warship production is limited by (525.12). D6S production by any means is limited to one per year until Turn #7, then one per turn.

Notes: F5Q indicates 1xF5L + 2xF5; 3xF5Q is nine total ships. See (436) for B10. See (525.324) for B8. See (514.0) for Swarm. See (513.2) for 77th Division.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 15 in service.

Heavy Fighter Introduction: Turn #20.

X-Ship Introduction: Spring Y180 Turn #24.

(704.0) ROMULAN STAR EMPIRE

As the Romulans entered the War several years after the other races, their Order of Battle is organized to reflect this. In a non-historical campaign ignore the PWC list and conduct the first nine turns of production. In this case the Romulan player can assign the ships to fleets, and conduct modular conversions, as he sees fit, rather than being required to add them to the designated fleets.

Also note that the Romulans received many ships from the Klingons during the decade before the War began. These are listed separately, allowing a non-historical "No Klingo-Romulan Alliance" scenario to be set up. (In such a scenario, the ships are added to the Klingon mothball fleet; no Klingon or Lyran maulers exist or can be built.)

Note the requirement to explore some provinces in (603.15) and the restrictions on building ships in (431.6).

HOME FLEET: Set up in 4514 and/or 4613. 2xSP, SK, KE, 8xWE, SE, [2WH+2BHE], FAL, 3xSN, 3xSNB, 2xFRD,

MB, Resv.

K: KRC, 2xKR, KRM, 2xKRT, 2xK5Q, K5S

PWC: KC9R, CON, SUP, [SPB+2SKE], FH, 6xSP, 3xSPC, SPF, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.

SO: SAV, LAV

MA: FTL, 2xFTS, CE, SPG

AO: VUL, Admiral, FFH.

FLEET OF THE NORTH: Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413. KE, 8xWE, SE, FAL, 3xSN, 3xSNB, [3FE], MB, Resv.

K: KRC, 2xKR, KRM, K5Q, K5S.

PWC: CON, SUP, [SPB+2SKE], FH, 6xSP, SPF, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.

MA: CE, SKG

AO: Admiral

FLEET OF THE WEST: Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918. KE, 8xWE, SE, FAL, [2WH+2BHE], 3xSN, 3xSNB, [3FE], MB, Resv.

K: KRC, 2xKR, 3xK7R, KRM, K5Q, K5S

PWC: CON, SUP, [SPB+2SKE], FH, 5xSP, 3xSK, SKF, [SKB+SKE], (2xWE/KE), 3xK4.

MA: CE, SKG

AO: VUL, Admiral, replace CON in PWC with SHR.

PATROL DETACHMENT: Set up at 3319. SK, 6xWE, 4xBH, 3xSN, 3xSNB, SE.

PWC: 3xK4, 2xSP.

GENERAL MA: 3xMON

IMPERIAL WAR RESERVE (mothball fleet): four WEs, four BHs, and eight SNs. These can be activated (any two ships per turn, costs one EP per ship) starting on the turn after the Romulans are at war with both the Federation and the Gorns. This force begins activation immediately if either Romulan capital is attacked.

AO: 2xVUL; see (525.66) for conversion and activation.

(704.1) CONSTRUCTION (Pre-War)

Turn 1 Fall Y168: 2xSP, SK, WE/KE (conversion)

Turn 2 Spring Y169: 2xSP, 6xK4*, 2xSK, WE/KE

Turn 3 Fall Y169: 3xSP, 6xK4*, 3xSK, WE/KE

Turn 4 Spring Y170: SUP, 3xSP, 3xSK, WE/KE

Turn 5 Fall Y170: CON, 3xSP, 3xSK

Turn 6 Spring Y171: SUP, 3xSP, 3xSK, WE/KE

Turn 7 Fall Y171: SHR, FH, 3xSP, 3xSK

Turn 8 Spring Y172: KC9†, SUP, FFH, 3xSP, 3xSK, WE/KE

Turn 9 Fall Y172: CON, FH, 3xSP, 3xSK, [3SP->SPC]

(704.2) NOTES ON SCHEDULE

* Arrivals from Klingons; count as activations. The Klingon player does not pay for the ships or activations. They are already deducted from the mothball reserves.

†The KC9 arrived on Turn 6; available for use Turn 8. The Romulans pay the Klingons 13 Economic Points on Turn 6 and pay the remaining 5 points (not to the Klingons) on Turn 8; actual delivery of funds (e.g. via tug) is not required. The Klingon does not lose any C8 production or give up a ship. The counter for this ship is on Sheet E; note that separate counters are provided for the crippled and uncrippled sides.

WE/KE means convert one WE to KE at no cost. Romulans cannot make more than one such conversion per turn. From Turn 7, such conversions cost 3EPs.

See no cost SPC conversions (603.15) on Turn 9.

CONSTRUCTION: TURN 10 AND AFTER

Spring Y173-Y177: NH, FH, 4xSP, 3xSK, SEH, WE, SN.

Fall Y173-Y177: CON, FH, 4xSP, 3xSK, SEH, WE, SN.

Spring Y178+: NH, FH, 4xSP, HDW†, 5xSK, 3xSEH, WE, SN. (†The HDW listed is the allowed substitution.)

Fall Y178+: CON, FH, 4xSP, HDW†, 5xSK, 3xSEH, WE, SN. (†The HDW listed is the allowed substitution.)

(704.3) ALLOWABLE SUBSTITUTIONS

BH for SK; see (431.62).
BHF for BH or SK one per turn Y173+.
CNH for CON in Y178+.
[CNV+SPM+2xSKE] for CON+SP+2xSK in Y175+.
FAL for WE or SP once per turn, see (431.62).
FH for CON, SUP, or NH.
FFH for FH within limits of (525.12).
FHF for FH in Y175+. Counts against mauler limit.
NH for FH in Y180+.
[PHX+SPM+2xSKE] for CON+SP+2xSK in Y182+.
ROC for CON once per year within PFT limits Y183+.
[SEB+SEE] for 2xSEH once per turn.
SHR for CON Y172+ within limits of (525.12).
[SKB+SKE] for 2xSK once per turn.
SN for SEH or SK once per turn.
SP for CON, FH, or NH.
[SPB+2xSKE] for SP+2xSK once per turn.
SPF for SP once per turn.
SPH, SPC, or SPE for SP once per turn (each, within appropriate limits).
SPJ for SP once per turn Y177+.
[SUB+SPM+2SKE] for SUP+SP+2xSKE once per turn Y173+.
[SUN+SPM+SKE] for NH+SP+SKE once per turn Y182+.
SUP or NH for CON.
[TH+SPM+SKE] for NH+SP+SK once per turn Y182+.
WE for SP; see (431.62).
2xWH for 2xBH/SK once per turn within carrier limits.

(704.4) PRODUCTION NOTES

Pods: Romulans do not use pods.
Mauler: Can produce no more than three maulers of any type by any means per turn.
Carriers: Maximum carrier production (by any means) is: one SPB and one SKB per turn; plus one CNV/SUB/PHX per year; plus one SUP per turn (Spring: sub for or convert from NH; Fall sub for CON or convert from NH); plus one WH per turn (by any means). Can convert KR to KRV in Y170+, counting against the SPB limit.
One SEB can replace the SKB or WH.
Twelve "free fighter factors" per year; see (431.74) and (442.6).
Note that SP is an ad hoc escort eventually replaced by SPM which is not available until Y175.
Maximum of one FCR per turn by any means.
Other: Maximum of one SPH by any means per turn.
Maximum of one TH or ROC per year.
Maximum of one WE/KE conversion per turn.
Maximum of one SPJ per turn.
Maximum of one KH per turn (for/from NH) Y183+.
Fast Warship production is limited by (525.12).
Modular DNs covered in (525.6).
Maximum of one SP to NH/SUP conversion per turn.
Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.
Exhaustion: While the Romulans suffer Economic Exhaustion on Turn 16, they are not technically "at War" on Turns 1-9. See (603.17). If the Romulans begin fighting earlier, these restrictions are lifted.
Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.
PF Deployment: Initial on Turn #27. Can build PFTs on Turn #28 and CPFs on Turn #29. Can build one SKC per turn starting Turn #28 up to a maximum of four; these do not count against the PFT limit (they were used in a PTP role; any used on DMH count

against the limit of four).

Heavy Fighter Introduction: Turn #22.

X-Ship Introduction: Spring Y182 Turn #28.

(705.0) KZINTI HEGEMONY

HOME FLEET: Deploy in 1401. DN, [CV+CLE+EFF], [CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, 3xDD, 3xFF, DF, SF, TGC, FRD, MB.

CVW/SO: CD, SDF, LAV

MA: FTL, 2xFTS, CLG,

AO: DNL, LAD, Admiral, 3xDD.

BARON'S FLEET: Arrives at 1401 by Strategic Movement on Turn 2 (204.39). [CV+CL+EFF], [CVE+EFF], CC, 3xBC, CL, DF, SF, TGT, FRD, MB.

CVW/SO: SAV

AO: DNL, DDV, FF, FFK

MARQUIS' FLEET: Set up in provinces 1902 and 1803 but not within two hexes of Klingon Neutral Zone but includes 1704. [CV+CL+EFF], [CVL+CL+EFF], [CVE+EFF], CC, 3xBC, CL, DF, FF, SF, TGT.

CVW/SO: SAV

MA: FFG

AO: BF, FFK, SAD

DUKE'S FLEET: Deploy within two hexes of Klingon Neutral Zone east of 10xx inclusive, except 1704. DN, [CV+CLE+EFF], [CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, DF, FF, SF, TGC, Resv.

CVW/SO: LAV

MA: CLG, FFG

AO: FCR, Admiral, LAS, FFK, SAD

COUNT'S FLEET: Deploy west of 09xx inclusive.

[CV+CLE+EFF], [CVL+CLE+EFF], [CVE+EFF], CC, 3xBC, CL, DF, FF, SF, TGT, Resv.

CVW/SO: SAV

MA: FFG

AO: BF, FCR, Admiral, SAS, FFK, SAD

GENERAL: six carrier pods, four battle pods.

MA: 3xMON, 4xTPod

AO: 2xScout Pod

(705.1) CONSTRUCTION

Fall Y168: BC, CL, DD, 2xFF.

Spring Y169: BC, 2xCM, 2xDD, 3xFF.

Fall turns Y169-Y174: CV, BC, CL, 2xCM, MEC, 5xFF, EFF.

Spring turns Y170-Y175: DN, BC, 4xCM, 6xFF.

Fall turns Y175-180: CV, BC, NCA, 2xCM, 2xDW, 3xFFK, MEC, DWE

Spring turns Y176-Y180: DN, BC, NCA, 3xCM, 3xDW, 3xFFK.

Spring turns Y181+: DN, BC, NCA, 3xCM, HDW†, 4xDW, FFK. (†allowed substitution.)

Fall turns Y181+: CV, BC, NCA, 2xCM, HDW†, 3xDW, MEC, DWE, FFK. (†allowed substitution.)

(705.2) ALLOWABLE SUBSTITUTIONS

BCH for BC or CV or DN once per year Y180+. Cannot produce BCH by any means prior to Y180.

[BCS+MEC+DWE] for BCH+CM+DW F181+.

[BCV+MEC+DWE] for BCH+CM+DW F180+.

BF for BC within limits of (525.12).

CC for BC in Y180+.

CD for BC once per year (within drone limits).

CL or DD for CM once per turn.

CM for NCA.

[CMV+MEC+EFF] for 2xCM+FF Y174+.

[CMV+MEC+DWE] for 2xCM+DW Y175+.

CV for BC within carrier limits.

[CVA+2xMEC+FFE] for DN+2xCM+FF Y173+.

[CVA+2xMEC+DWE] for DN+2xCM+DW Y176+.
 [CVE+FFE] for CM+FF once per turn.
 [CVL+MEC+FFE] for BC+CM+FF once per turn.
 DF for FF once per turn (within drone limits).
 SDF for FF once per turn (within drone & scout limits).
 DNL for DN within limits of (525.12).
 DNH for DN Y179+.
 DWE for FF once per year Y173-Y174.
 [DWV+FFE] for DW+FF Y176+.
 FF for DW.
 FCR for FF once per turn.
 LTT for CM once per turn Y171+; no overproduction.
 MDC for CM once per year within drone limits.
 [SCS+2xMEC+DWE] for [CVA+2xMEC+DWE] in Fall Y181+ once per year.
 SDW for DW once per year within drone and scout limits.
 TGT or TGC for BC once per year.
 Can substitute two FFs for the scheduled CL production.

(705.3) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	VAP	0	2
	VP	6	6
	Scout	2	4
	Battle	4	4
	Troop	4	4
	VHP	0	4
	PFT (pair)	0	2
	SCP	0	1
	PTP	0	4

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

Drone: No more than one drone ship by substitution each year. Can produce (by any means) no more than two drone ships of all types combined per turn. MDC, DND, CLD count against this limit. Replacement of battle pods counts against drone limits; two battle pods built on the same turn count as one drone ship (one pod counts as one ship).

Produce one DND in Y173+; max one in service.

Carriers: Can produce (by any means) no more than two carriers (of any type) plus one CVE/DWV per turn including no more than one CVA per year. Conversion of CVL into CV counts against Carrier Limits. BCV and BCS limited to one per year (total) and count against carrier limit; BCS also counts against PFT limits. No more than one FCR per turn by any means.

Twelve "free fighter factors" per year; see (431.74) and (442.6).

Other: DNL and BF limited by (525.12).

FFK: Can substitute one per turn (for FF or DW) and convert one per turn (from FF); EFK can substitute one per turn (for FF or EFF or DW or DWE) and convert one EFF or FF per turn; maximum FFK/EFK production through Spring Y175 is three per turn by any means (including CEDS) and no more than two of either type. Starting Fall Y175, production of FFK by any means is not limited (except by the production schedule) and EFKs are limited only by escort conversion rules.

Special: See (513.3) for 23rd Ficon Division. See (318.2) for pre-war drone stockpile.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

PF Deployment: Initial on Turn #25. Can build PFTs on Turn #26 and CPFs on Turn #27.

Heavy Fighter Introduction: Turn #20.

X-Ship Introduction: Spring Y182 Turn #28.

(706.0) CONFEDERATION OF THE GORN

1st (HOME) FLEET: Deploy in capital hexes. CC, 2xBC, 5xCL, 6xDD, SC, 2xTG, 2xFRD, 2xMB, Resv.

PWC: DN, 3xHD, 6xBD, [CV+CLE+DE]

SO: Convert one HD to CM on Turn #11.

MA: FTL, 2xFTS, COM, DDG, convert one HD to HCD on turn #7.

AO: CF, Admiral, 1x Scout Pod; PWC: BDS, HDS

2nd FLEET (Fed Border): Deploy in provinces 3901, 4101, 4104. CC, 2xBC, 4xCL, 6xDD, SC.

PWC: DNL, 3xHD, 6xBD

MA: COM, DDG

AO: Admiral (PWC DN replaced by DNL); PWC: BDS

6th FLEET (Romulan Border): Deploy in provinces 4107, 4307, 4707, and 4906, and starbases 4206, 4806. CC, 2xBC, 4xCL, 6xDD, SC, Resv.

PWC: DN, 3xHD, 6xBD

MA: COM, DDG.

AO: CF, Admiral; PWC: BDS

7th Fleet (Off Map): 2xCL, 2xDD, SC, TG. See (506.5) for activation.

General: 2 heavy battle pods, 2 light battle pods.

MA: 3xMON, 2xT-Pod.

AO: 1 Scout pod.

(706.1) PRE-WAR CONSTRUCTION:

Turn 1 Fall Y168: BD (Home Fleet)

Turn 2 Spring Y169: HD, BD, BDS (Home Fleet)

Turn 3 Fall Y169: HD, 2xBD (2nd Fleet)

Turn 4 Spring Y170: HD, 2xBD (Home Fleet)

Turn 5 Fall Y170: HD, 2xBD (6th Fleet)

Turn 6 Spring Y171: DN, HD, 2xBD, HDS (Home Fleet)

Turn 7 Fall Y171: HD, 2xBD (6th Fleet)

Turn 8 Spring Y172: DNL, HD, 2xBD, BDS (2nd Fleet)

Turn 9 Fall Y172: HD, 2xBD (2nd Fleet)

Turn 10 Sprg Y173: DN, 2xHD, 2xBD, BDS (6th Fleet)

Turn 11 Fall Y173: [CV+CLE+DE] (Home Fleet)

WARTIME CONSTRUCTION

Spring Y174-179: DN, BC, CM, 3xHD, 4xBD, 1xDD

Fall Y174-179: CC, BC, CM, 3xHD, 4xBD, 1xDD

Spring Y180+: DN, BC, CM, 3xHD, HDW†, 3xBD, 1xDD

Fall Y180+: CC, BC, CM, 3xHD, HDW†, 3xBD, 1xDD

(†The HDW listed is the allowed substitution.)

(706.2) ALLOWABLE SUBSTITUTIONS:

BC or CC for DN.

BCH for BC or DN once per year in Y180+.

BDV for BD Y176+ under carrier limits.

CCH for CC in Y174 and later.

CL for BC or HD or DN once per turn.

CV for CL Y174+ within carrier limit. (Historically, only one CV was built with HVs providing the rest of the carrier force. The Gorn player may build more CVs within the overall limit.)

CVA: If this type is allowed (513.41), no more than one per year may be built; this does not count against the overall carrier limit.

DD for BD; see (431.5).

DNG for (or convert from) DN in Y175+; maximum of one in service.

DNH for (or convert from) DN in Y177+.

DNT for (or convert from) DN in Y174+; maximum one in service.

DNL for DN under limits of (525.12).

HD for CM.

HV for HD Y174+ within carrier limit.

LTT can be substituted for or converted from HD once per turn Y172+; LTTs cannot be produced by

overproduction.

SCS for (or convert from) DN in Y183+; maximum of one per year by any means. Counts against CVA limit if CVAs are built.

TG for BC or CL, or convert one CL or BC to a TG, but max one TG by any means per year.

(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
	Scout	1	2
	VHP	0	1
	PFT	0	2
	PTP	0	2

Carriers: Maximum of one carrier group (CV or HV) conversion per year, plus one substitution per year. One BDV per turn Y176+.

Six "free fighter factors" per year; see (431.74) and (442.6).

See (525.84) for CVS, (513.41) for CVA, (525.85) for BCV.

No more than one FCR per year by any means.

Other: Fast Warship production is limited by (525.12).

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

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+).

DNC convert from CL in Y177+; max one per year.

Maximum of one CM converted from HD per turn in addition to the one regular production CM on the schedule Y173+.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

PF Deployment: Initial on Turn #28. Can build PFTs on Turn #29 and CPFs on Turn #30. Receive three free PF replacements per turn starting on Turn #29.

Heavy Fighter Introduction: Turn #22.

X-Ship Introduction: Spring Y182 Turn #28.

(707.0) THOLIAN HOLDFAST

1st FLEET: Hexes 2719, 2818, 2819: CA, DD, 3xPC, SC.

CVW: No additional units.

SO: No additional units.

MA: 2xFTS, 2xCMC

AO: No additional units.

2nd FLEET: Set up in hex 2918: CA, DD, 3xPC, SC.

CVW: No additional units.

SO: No additional units.

AO: No additional units.

3rd FLEET: Hexes 3018, 3019, 3119: CA, DD, 3xPC, SC.

CVW: No additional units.

SO: No additional units.

AO: No additional units.

HOME FLEET: Hex 2919: DN, CA, DD, 3xPC, [3CPC], MB, Resv.

CVW: No additional units.

SO: No additional units.

AO: No additional units.

GENERAL:

MA: 2xMON, 2xTPod

NEO-THOLIAN 312TH: Arrives Turn #20: 2xNDN, 4xNCA, 6xNCL, Admiral

(707.1) CONSTRUCTION (PRE-WAR): One PC per turn plus:

Turn 2 Spring Y169: 1xDN

Turn 4 Spring Y170: 1x[BW+PCE]

Turn 6 Spring Y171: 1xDN

Turn 8 Spring Y172: 1x[BW+PCE]

Further Peacetime production (turns 10, 12, etc.) is one ship of any type except CVA.

WARTIME: Spring through Y177 DN and PC (or CA + 2xPC).

Fall through Y177: DD and 2xPC.

Spring Y178+: DN, CW, 2xPC

Fall Y178+: CA, CW, DD, 2xPC

(707.2) ALLOWABLE SUBSTITUTIONS

[3CPC] for 3xPC/DD once per year in Wartime.

BW for PC once per year in Wartime.

CA or CC for DN.

CC for CA Y178+.

CWV for CW in Y182+ if at war; maximum of one per turn by any means.

CVA for CA in Y173+ if at war, maximum of one per year by any means.

DH for DN Y180+

LTT for CW once per year Y178+; LTTs cannot be produced by overproduction.

PC for DD or BW.

PC and DD for CW.

2PC for CA.

DD and CW for DN or DH.

PFT for DD in Y180+.

(707.3) PRODUCTION NOTES

Pods: Tholians do not use pods. They do have troop packs for their CPCs.

Carriers: Three "free fighter factors" per year (442.6).

Maximum of one CVA per year by any means.

Maximum of one BW or CWV per turn by any means.

No more than one FCR per year by any means.

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

PF Deployment: Initial on Turn #24. Can build PFTs on Turn #25 and CPFs on Turn #26.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 4 in service.

Heavy Fighter Introduction: Turn #21.

X-Ship Introduction: Spring Y183 Turn #30.

(708.0) ORION PIRATES

Reserved for later expansions. See (504.0) and (529.0).

See the Orion Ship Information Table for a list of available types of units and production notes.

Cannot produce more than one carrier per turn.

Cannot produce more than one CA or BCH per turn.

Orion scouts can be used as mercenaries but not for piracy.

Orion carrier escorts, when not part of carrier groups, lose one attack factor as per (515.0).

Some counters have the special "C" for cloak (306.0).

FUTURE EXPANSIONS

(710.0) ANDROMEDANS: See AndroWar.
(712.0) WYN CLUSTER: See Civil Wars.
(713.0) INTERSTELLAR CONCORDIUM: See ISC Wars.
(714.0) LYRAN DEMOCRATIC REPUBLIC: See Civil Wars.
(715.0) SELTORIAN TRIBUNAL: See Civil Wars
(716.0) JINDARIANS: Future Expansion
(717.0) VUDAR ENCLAVE: See Civil Wars.
(718.0) PARAVIAN MARAUDERS: See Early Wars.
(719.0) CARNIVON HORDES: See Early Wars.

(709.0) HYDRAN KINGDOM

HOME FLEET: Deploy in 0617. LM, 3xRN, 2xHR, 3xLN, SC, TG, CR, 2xHN, 2xFRD, 2xMB, Resv.

SO: LAV

MA: FTL, 2xFTS, LNG

AO: LAS, LN, HN

EXPEDITIONARY FLEET: Deploy in 0716. LB, 3xDG, 3xKN, SC, TG, CR, 2xCU, Resv.

SO: LAV

MA: LNG

AO: 2xLGE, FCR, Admiral, Scout Pod, CU

FIRST FLEET: Deploy in 0915, 1116, 1217, 1219, and/or 1017. LM, 3xRN, 3xLN, SC, TG, CR, 2xHN.

SO: SAV

MA: HNG

AO: THR, FCR, Admiral, SAS, HN

SECOND FLEET: Deploy in 0114, 0315, 0515, 0714, and/or 0215. LB, 3xDG, 3xKN, SC, TG, CR, 2xCU.

SO: SAV

MA: HNG

AO: THR, FCR, Admiral, SAS, CU

OLD COLONIES SQUADRON: LC, 3xLN, CR, 2xHN.

Deploy in off-map holding area. This fleet cannot move unless the capital hex is attacked or a starbase is destroyed.

SO: SAV

AO: 4xPGS; see (709.1B)+(317.4). LC replaces LM.

GENERAL: 2 carrier pallets, 2 battle pallets.

SO: one fire support pallet, one fighter conveyor pallet.

MA: 2xMON, 2xAssault Pallet.

AO: one Scout Pallet.

(709.1) CONSTRUCTION:

Fall Y168: DG, TR, 3xHN.

Spring Y169: PAL (activation), RN, HR, 3xHN.

Fall Y169: [UH+DE+2AH], DG, TR, 3xHN, 3xCU.

Spring Y170: PAL (activation), RN, 2xHR, TR, 3xHN, 3xCU.

Fall Y170: [CV+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.

Spring Y171: PAL, RN, 2xHR, TR, 3xHN, 3xCU.

Fall Y171: [UH+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.

Spring Y172: PAL, RN, 2xHR, TR, 3xHN, 3xCU.

Fall Y172: [CV+DE+2AH], DG, 2xHR, TR, 3xHN, 3xCU.

Spring Y173: PAL, RN, 2xHR, TR, 3xHN, 3xCU.

Fall Y173-Y175: CC, DG, 3xCW, LN, 3xHN, 3xCU.

Spring Y174-Y176: PAL, RN, 3xCW, KN, 3xHN, 3xCU.

Fall Y176-Y180: CC, DG, MHK, 2xCW, LN, 3xDW, 3xFF.

Spring Y177-Y180: PAL, RN, IRQ, 2xCW, KN, 3xDW, 3xFF.

Fall Y181+: CC, DG, MHK, 2xCW, LN, HDW†, 4xDW, FF.

Spring Y181+: PAL, RN, IRQ, 2xCW, KN, HDW†, 4xDW, FF.

(†The HDW listed is the allowed substitution.)

(709.1B) SPECIAL CONSTRUCTION (off map)

Build IC after fall of capital; see (515.316).

Convert DD to DDP (no cost) Turn #24+ (525.315).

Convert crippled DD to DDS Turn #6+ (525.323).

Old colonies shipyard builds one Pegasus-hull each

Spring turn Y172+ at no cost (including free fighters).

Select from available types but no more than four of any one type can be in service at any one time.

(709.2) ALLOWABLE SUBSTITUTIONS

CR for HN or CU once per turn.

CV for CA in Y171+, max one per year.

CVE for FF Y175+.

CVM for MHK/IRQ in Y175+.

DWF for FF once per turn Y173-S176 with a maximum of four prototype DWs during those seven turns; no FF to DW conversions can be made.

DWV for DW in Y173+.

HN for CU, but not vice versa.

HR for RN, LM, MHK, TR, IRQ, but not vice versa.

ID for PAL in Y173+.

KN for TR.

LGE for PAL Y168+ within limits of (525.12).

LNH for LN/KN once per year Y172+; max two in service.

LNH for HDW.

LM for RN, LB for DG in Y180+.

LN for HR or KN.

LP for PAL in Y180+.

LTT can be substituted for HR/TR once per turn Y171+;

LTTs cannot be produced by overproduction.

NCV for HR/TR in Y173+.

OV for CC or PAL once per year in Y180+.

REG for PAL Y180+.

RN for DG or LB.

TG for CA once per year OR can convert one CA to TG once per year but not both.

THR for CA within limits of (525.12).

TR for DG, LB, IRQ.

UH for DD in Y170+.

(709.3) PRODUCTION NOTES

Pallets:	Type	Start	Max in service
	Carrier	2	2
	Battle	2	2
	Assault	2	2
	Scout	1	2
	Fire Sup	1	1
	Ftr Conv	1	1
	VHP	0	2
	CVA	0	0
	PFT	0	2
	PTP	0	2

Carriers: Can produce no more than one CVA (CV, ID) per year by any means. Can produce no more than two "true carriers" (medium carriers and heavy carriers) per turn by any means. (UH is a medium carrier.) Can build one CVE/DWV per turn (when available) in addition to heavy/medium carriers.

Twelve "free true-carrier fighter factors" per year; see (431.74) and (442.6). Count as two factors on hybrid ships.

No more than one FCR per turn by any means.

Other: Fast Warship production is limited by (525.12).

Capital: If the Hydran capital is not captured by an enemy before the Hydran Spring Y173 turn, the Hydrans begin their 176-177 production schedule at that time.

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

PF Deployment: Initial on Turn #23. Can build PFTs on Turn #24 and CPFs on Turn #25.

Classes: CC is LB or LM or LC;

CW is HR or TR;

DD is LN or KN;

CA is RN or DG or THR;

NCA is MHK, IRQ, or CHY (special limits).

DW is DWF or DWH.

FF is HN or CU.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

Heavy Fighter Introduction: Turn #20.

X-Ship Introduction: Spring Y183 Turn #30.

(711.0) LYRAN EMPIRE

RED CLAW FLEET: Deploy on bases or in provinces on Kzinti border including Starbase 0404. BC, CC, 4xCA, 5xCW, 5xCL, 5xDD, 5xFF, SC, TGC, MB, Resv.

SO: SAV

MA: 2xDDG,

AO: CF, Admiral.

HOME FLEET: Deploy in 0408 and/or 0608; up to six ships in 0707. DN, CC, 4xCA, 5xCW, 5xCL, 5xDD, 3xDW, 5xFF, SC, TGP, FRD, MB, Resv.

SO: LAV

MA: FTL, 2xFTS, SAF, DDG

AO: JGP, Admiral, 3xFF, 3xDD.

ENEMY'S BLOOD FLEET: Deploy in provinces on Hydran border (not in LDR) including Starbase 0411. BC, CC, 3xCA, 3xCL, 4xDD, 4xFF, SC, TGC, MB, Resv.

SO: SAV

MA: DDG

AO: CF, Admiral.

FAR STARS FLEET: Off-map area. Arrives Turn 2 (204.39). CC, 4xCA, 5xCL, 4xDD, 4xFF, CW, DW, SC, TGP, FRD

MA: DDG

AO: DNL

GENERAL: two battle pallets.

MA: 2xMON, assault pallet (two G), 2xT-pod (one G).

AO: Scout Pallet.

(711.1) CONSTRUCTION RATE

Spring Y168-Y174: DN, CA, 4xCW, 3xDW, 3xFF

Fall Y168-Y174: BC, CA, 4xCW, 3xDW, 3xFF

Spring Y175-Y179: DN, CA, NCA, 3xCW, 3xDW, 3xFF

Fall Y175-Y179: BC, CA, NCA, 3xCW, 3xDW, 3xFF

Spring Y180+: DN, CA, NCA, 3xCW, HDW†, 4xDW, FF

Fall Y180+: BC, CA, NCA, 3xCW, HDW†, 4xDW, FF

(†The HDW listed is the allowed substitution.)

(711.2) ALLOWABLE SUBSTITUTIONS

BCH for BC or DN once per year in Y180+.

CA for DN.

CC for CA in Y180+.

CL for CW once per turn.

CL for BC or BCH.

CV for CA in Y172+ once per year. (Historically, only one CV was built, but players may build more.)

CVA for DN in Y175+ if allowed by (513.41).

CVL for CW once per year Y171+.

CW for NCA.

DD for CW or DW, once per turn each.

DNL for DN under the limits of (525.12).

FF for DW.

JPG for CW once per year Y169+; max 2 in service.

LTT can be substituted for CW once per turn Y170+;

LTTs cannot be produced by overproduction.

SCS for DN once per year Y179+; counts against CVA limit if that class is in production.

STJ for CW once per year Y170+.

STL for (or convert from) DN in Y173+; max one in service.

STT for CA once per year in Y170+.

TGC or TGP for CA once per year OR can convert one CA to TGC or TGP once per year but not both.

(711.3) PRODUCTION NOTES

Pods:	Type	Start	Max in service
	KVP	0	1
	KVH:	0	2
	KBP: Battle	0	2
	KTP: Troop	2	2
	KSP: Scout	0	2
	VHP	0	2
	PTP	0	4
Pallets:	Type	Start	Max in service
	VP	0	2
	Battle	2	2
	Assault	1	2
	Scout	1	1
	PFT	0	2
	SCP	0	1
	PTP	0	1

Maulers: Can produce no more than two maulers of any type by any means per turn, and none before Y170.

Carriers: Can produce two carriers per year (plus one DWV per turn). This can include a maximum of one CV and one CVL [or two CVLs] by any means each year. Maximum of one carrier group substitution and one carrier group conversion per year. If a CVA (513.41) or SCS is built, it counts against the CV limit. Conversions count as carrier production.

Six "free fighter factors" per year; see (431.74) and (442.6).

No more than one FCR per year by any means.

Other: Can begin production (any means) of BCHs in Y180.

See (525.326) for DND.

Fast Warship production is limited by (525.12).

Auxiliaries: Can produce two Auxiliaries per year, no more than one per turn, no more than one large auxiliary per year; See (442.9) for various limits. See Annex 763 for limits in service.

PF Deployment: Initial on Turn #20. Can build PFTs on Turn #21 and CPFs on Turn #22.

Prime Teams: Receive one free per turn when at war; can buy one per turn; maximum 10 in service.

Heavy Fighter Introduction: Turn #21.

X-Ship Introduction: Spring Y182 Turn #28.

ANNEX (758.0) SHIP EQUIVALENTS

Allowed substitutions in the production schedule; (432.4).

WARSHIP	Scout	PFT	Escort	Carrier	Cmdo
Fed DD	SC	—	DE	—	—
Fed CL	CLS	—	CLE	CLV	CMC
Fed NCL	NSC	NVH	NAC	NVS	NCT
"			NEC	NVL	—
Fed FF	FFS	—	FFE	FFV	CFF
Fed DW	DWS	—	DWE	DWV	CDW
Klingon E4	—	—	E4A	E4V	E4G†
Klingon F5	F5S	—	F5E	F5V	F5G
Klingon F5W	—	—	FWE	FWV	—
Klingon D5	D5S	D5P	AD5	D5V	D5G
Klingon D6	D6S	D6P	AD6	D6V	D6G
Rom WE	SE	—	—	BEV†	CE
Rom SP	SPC	SPE	SPM	SPB	SPG
Rom SK	SKF	SKC	SKE	SKB	SKG
Rom SEH	SEC	—	SEE	SEB	SEG
Rom K5	K5S	—	K5D	—	—
Rom BH	—	CH	BHE	WH	COH†
Kzinti DD	—	PFT	DDE†	DDV	—
Kzinti DW	DWS	—	DWE	DWV	DWG
Kzinti CM	MSC	MPFT	MEC	CMV	MCG
Kzinti CL	CLD	—	CLE	CVE	CLG
Kzinti FF	SF	—	FFE	—	FFG
Kzinti FFK	—	—	FKE	—	—
Gorn DD	SC	PFT	DE	—	DDG
Gorn BD	BDS	BDP	BDE	BDV	BDG
Gorn HD	HDS	HDP	HDE	HDV	HCD
Gorn CL	LSC	—	CLE	CV	COM
Tholian PC	SC	PFT	PCE	BW	CMC
Tholian DD	—	—	DDE	—	—
Tholian CW	CWS	PFW	CWE	CWV	CT†
Hydran FF	SC	—	AH	CVE	NHG
Hydran DW	DWS	—	DWE	DWV	DWG
Hydran DD	DDS	DDP	DE	UH	LNG
Hydran CW	NSC	NPF	NEC	NVL	CAT
Lyrans DW	DWS	—	DWE	DWV	DWG
Lyrans CW	CWS	PFW	CWE	CVL	CWG
Lyrans DD	SC	PFT	DDE	—	DDG

† This ship is in a future product.

ANNEX (752.0) SPECIFIED CONSTRUCTION COSTS

Most of the data from this annex was transferred to the SITs. PFs cost 0.5 EPs; Federation F111s cost 0.25 EPs per factor.

ANNEX (754.0) COMMAND RATINGS

This data was transferred to the new Ship Information Tables (SITs) in this edition. Some older copies of the Fleet Control Charts have incorrect data. Data on the SIT is correct.

Various pods add to the tug/LTT's command rating; see SIT. Federation, Kzinti, Klingon, and Lyrans tugs get the benefit of command rating bonuses from only one pod at a time. No Tug can have a command rating more than 10 regardless of the pods carried.

ANNEX (755.0) SHIP CLASS CHART

The new Ship Information Tables provide the general class for each basic hull type in the Notes Column (or, in the case of the Hydrans, in the Hull Type column). The general class types include:

BCH: Heavy battlecruiser	DN: Dreadnought
CA: Heavy cruiser	DW: War destroyer
CC: Command cruiser	FF: Frigate
CL: Light cruiser	PFT: PF Tender
CW: War cruiser	Scout: has special sensors
DD: Destroyer	Tug: Multi-mission transport

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 (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

Klingon: TGx+SCP

TGx+VAP+VAP (can sub L KVP for VAP)

LTT+VAP (can sub L KVP for VAP)

Kzinti: LTT+VAP

TGx+VAP+VAP

TGx+SCP

Gorn: TG cannot carry two battle pods of any type.

TG+HBP+any other pod is overloaded.

Lyrans: TGx+KVP+K VAP (or 2 K VAP)

LTT+KVP (or K VAP)

Note: TGx+SCP is *not* overloaded.

ROMULAN MODULAR DREADNOUGHT TABLE

DemonHawk	SpH-A: Combat	SpH-B: Carrier	SpH-C: Scout	SpH-E: PFT	SpH-G: Troop	SpH-H: Tug	SpH-M: Escort
SkyHawk A: Combat	14/7	13-14(8)/7(4)	12-14◆/7 (6AF:4EW) (12AF:1EW)	12-14◆P/7P (6AF:4EW) (12AF:1EW)	13-14GG/7G	12-14T/7 Cargo = 10EP	Conjectural 14■/7■
SkyHawk B: Carrier	13-14(4)/7(2)	12-14(12)/7(6)	11-14(4)◆/7(2) (5AF:4EW) (11AF:1EW)	11-14(4)◆P/ 7(2)P (5AF:4EW) (11AF:1EW)	12-14(4)GG/ 7(2)G	11-14(4)T/7(2) Cargo = 10EP	Conjectural 13-14(4)■/ 7■(2)
SkyHawk C: PFT	12-14P/7P	11-14(8)P/ 7(4)P	10-14◆P/7P (2AF:4EW) (10AF:1EW)	10-14◆PP/ 7PP (2AF:4EW) (10AF:1EW)	11-14PGG/ 7PG	10-14PT/7P Cargo = 10EP	Conjectural 12-14■P/7■P
SkyHawk F: Scout	12-14◆/7 (8AF:2EW) (12AF:0EW)	11-14(8)◆/7(4) (6AF:2EW) (11AF:0EW)	10-14◆/7 (2AF:5EW) (10AF:2EW) Crippled: 1EW	10-14◆P/7P (4AF:5EW) (10AF:2EW) Crippled: 1EW	11-14◆GG/7G (6AF:2EW) (11AF:0EW)	10-14◆T/7 (6AF:2EW) (10AF:0EW) Cargo = 10EP	Conjectural 12-14◆■/7■ (6AF:2EW) (12AF:0EW)
SkyHawk G: Troop	13-14G/7	12-14(8)G/7(4)	11-14◆G/7 (4AF:4EW) (11AF:1EW)	11-14◆PG/7P (4AF:4EW) (11AF:1EW)	12-14GGG/7G	11-14GT/7 Cargo = 10EP	Conjectural 13-14■G/7■
SkyHawk H: Cargo	12-14/7 Cargo = 2EP	11-14(8)/7(4) Cargo = 2EP	10-14◆/7 (2AF:4EW) (10AF:1EW) Cargo = 2EP	10-14◆P/7P (4AF:4EW) (10AF:1EW) Cargo = 2EP	11-14GG/7G Cargo = 2EP	10-14T/7 Cargo = 12EP	Conjectural 12-14■/7■ Cargo = 2EP
MegaHawk	12-14/6-7	11-14(8) /6-7(4)	10-14◆/6-7 (6AF:4EW) (10AF:1EW)	10-14◆P/6-7P (6AF:4EW) (10AF:1EW)	11-14GG/6-7G	10-14T/6-7 Cargo = 10EP	12-14■/6-7■
OmniHawk	12-11/6	11-11(8)/6(4)	10-11◆/6 (6AF:4EW) (10AF:1EW)	10-11◆P/6 (6AF:4EW) (10AF:1EW)	11-11GG/6G	10-11T/6 Cargo = 10EP	12-11■/6■

ANNEX 761: BASE ELECTRONIC WARFARE TABLE

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

X-STARBASE EW FACTOR vs ATTACK FACTOR

EWf:	2	3	4	5	6	7
ATTACK:	54	45	36	27	18	9
ATTACK-Kzinti:	54	45	36	27	27	27
ATTACK-Fed-Klg:	54	45	36	27	18	18

CRIPPLED X-STARBASE EW vs ATTACK FACTOR

EWf:	2	3	4
ATTACK:	27	18	9
ATTACK-Kzinti:	27	18	14

BATS EW FACTOR vs ATTACK FACTOR

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

CRIPPLED BATS EW FACTOR vs ATTACK FACTOR

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

X-BATS EW FACTOR vs ATTACK FACTOR

EWf:	1	2	3	4
ATTACK:	18	14	9	5
ATTACK-Kzinti-Fed-Klg:	18	14	9	9

CRIPPLED X-BATS EW FACTOR vs ATTACK FACTOR

EWf:	1	2
ATTACK:	9	5
ATTACK-Kzinti-Fed-Klg:	9	6

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

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
LAP	2	3	3	3	3	1	6	8
SAP	4	6	6	6	6	2	3	4
ACS	1	1	1	1	1	1	1	1
LAS	1	1	1	2	1	1	2	1
SAS	2	2	2	3	2	2	3	2
LAD	0	0	0	1	0	0	0	0
SAD	0	0	0	2	0	0	0	0

ANNEX 757: CARRIER GROUPS AND OTHER GROUPS

- (757.1) Group breakdown is now shown on SITs.
 (757.2) Individual ship factors are now on the SITs.
 (757.3) The Romulan 3FE and Tholian 3CPC are the only unbreakable groups as of this time, and breakdown counters for them will be in a future product.
 (757.4) Escort carriers are listed as such on the SITs.
 (757.5) Hydran true carriers are listed as such on the SITs.
 (757.6) Single Ship Carriers are listed as such on the SITs.
 (757.7) Hydran and Kzinti destroyers (not DWs) are SC4 units but "heavy" escorts due to their deployment doctrine.

Designation	SFB Ref #	Factors On Counter	Product	Cmd (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										
ASC	31	1-4P♦(6)/0-2P(3)	AO	6	SCS	LAux(3)	From LAP: 2+6 From LAV: 3 From LAS: 3+6	(526.46): 7+6	1.0	Auxiliary Space Control Ship (526.46); Scout; EW=2
BATS	2	12(6)♦/6(3)♦	F&E	9	130	BATS(2)	From MB: 9+6 From BATS: 18 From MB: 17+6	—NA—	0.0	See (433.41), (441.0), and (510.3)
BTX	202	18(6P)♦/9(3P)♦	AO	10	182	BATS(2)	—NA—	—NA—	0.0	X-unit; see EW Chart; Feds have F111s not PFs.
CONVOY	5	0-6/None	F&E	0	119	—NA—	—NA—	(431.2): 6	0.0	See (414.0); Cargo = 20EP
CPF	R1.R1	1-5 PFs	AO	0	PF3	—NA—	None	(524.112): 5	0.0	Casual PF Flotilla
CPX	R1.R1	None	AO	0	PF3	—NA—	None	(524.112): 5	0.0	Casual PF Flotilla usable on raids.
FRD	10	1-4/None	F&E	0	139	FRD(2)	—NA—	(431.2): 10	0.0	See (421.0)
FRX	Future	1-6/None	AO	0	182	FRD(2)	From FRD: 10	For FRD: 12	0.0	X-unit; repairs X-ships without penalty.
FTL	19	1-4GGGG/0-2GG	MA	0	120	LAux(3)	None	(521.23): 6	1.0	Large Auxiliary Troop Ship
Ftr-Module	4	0(3)/0(1▲)	AO	0	165	—NA—	None	(441.4): 1+3	0.0	Fighter module for base or FRD
FTS	18	0-2GG/0-1G	MA	0	120	SAux(4)	None	(521.23): 3	0.5	Small Auxiliary Troop Ship
LAP	27B	1-4P♦/0-2P	AO	6	PF2	LAux(3)	None	(526.4): 6	1.0	Large Auxiliary PFT (526.4); scout (2EW)
LAS	CL24	0-4♦/0-2	AO	0	160	LAux(3)	None	(317.1): 6	1.0	Large Auxiliary Scout; (3EW)
LAV	13B	1-4(12)/0-2(6)	SO	6	165	LAux(3)	None	(513.112): 4+12	1.0	Large Auxiliary Carrier
MB	24	8♦/4	F&E	6	139	MB(3)	—NA—	(431.2): 10	0.0	See (510.2); EW=1
MC	20	2-10(6)/None	AO	0	175	—NA—	None	(526.14): 12+6	0.0	Military convoy (526.1); Cargo = 15EP
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
PDU	14	3(6)/None	F&E	0	119	—NA—	From PGB (441.3)	Built: 4+3 Self-Gen: 5+3 Upgrade: 7+3	0.0	See (508.10) and (431.2).
PF Module	16	0P/0P	AO	0	PF2	—NA—	None	2(+PFs) Built: 3 Self-Gen: 4 Upgrade: 6	0.0	PF module for base or FRD
PGB	14	3/None	AO	0	119	—NA—	—NA—	—NA—	0.0	Planetary Ground Base (no fighters)
PWR module	17	0/0	AO	+0	178	—NA—	None	Built: 2	0.0	Power module for base (441.5)
REPR	25	0-1/None	F&E	0	159	LAux(3)	—NA—	Replacement: 5	0.0	See (422.0)
REP TUG	—	0/None	F&E	0	159	Tug Mission	—NA—	Replacement: 5	0.0	See (422.8)
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

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
SAP	27A	0-2P♦/0-1P	AO	3	PF2	SAux(4)	From SAS: 5	(526.4): 4	0.5	Small Auxiliary PFT (526.4); Scout; EW=1
SAS	Future	0-2♦/0-1	AO	0	140	SAux(4)	None	(317.1): 4	0.5	Small Auxiliary Scout; (2EW)
SAV	13A	0-2(6)/0-1(3)	SO	3	Varies	SAux(4)	None	(513.112): 2+6	0.5	Small Auxiliary Carrier
SB	1	36(12)PP♦/ 18(6)P♦	F&E	10	140	SB(1)	From BATS: 30+6 From SB: 24	—NA—	0.0	See (433.41), (441.0), and (510.3) X-unit; see EW Chart; Feds have F111s not PFs.
SBX	201	54(12)PP♦/ 27(6)P♦	AO	11	182	SB(1)	From BTX: 45+6	—NA—	0.0	

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A-POD	53	0GG/None	MA	+0	160	Pod	None	(521.711): 4	0.5	Troop Pod, max 2 in service.
ASC	105	1-4♦(9H6)/ 0-2(4H3)	AO	6	181 (502.73)	LAux(3)	None	(526.46): 8+6+18	1.0	Auxiliary Space Control Ship (526.46); F111 carrier; Scout; EW=2
BB	73	20(4)/10(2)	AO	10	(318.31)	BB(2)	None	See 318.31: 36+8	7.2	Battleship; never built.
BC	33	10/5	F&E	10	177	BC(3)	From BCS/V: 2 See (440.4)	For CA/DN: 10	3	Basic Hull (BCH)
BCJ	64	11S/5	SO	10	183	BC(3)	From BC: 1	For CA/DN: 10	3	Shock Variant (Roll: 12 on 2D6; non-shock attack factor = 9)
BCS	75	10(9H4)/5(4H2)	AO	10	182	BC(3)	From BC: 4+8+18 From BCV: 2+10	For CA/DN/SCS: 12+8+18	3	Battle Control Variant of BC. F14 half-squadron (4) and F111 squadron (9).
BCV	74	10(8)/5(4)	AO	10	182	BC(3)	From BC: 2+16	For CA/DN/CVA: 12+16	3	Medium carrier variant of BC.
BP+	10	10-4/None	SO	+2	145	Pod	None	(431.22): 8	1.0	F14 squadron 8 factors (302.352).
CA	4	8/4	F&E	8	129	CA(3)	See (440.4)	Schedule: 8	2.4	Heavy Battle Pod; max 3 in service.
CAD	87	8♦<4>/4 17-21(8)/7-11(4)	AO	8	172	CA(3)	From CA: 3 See (525.321)	See (525.321). In Free Campaigns, For CA: 11	2.4	Drone bombardment variant of CA; see (525.321) for special construction; EW =2; limit of 1 in service.
3CBD	—	CVB+NAC+DWA	SO	9	175	Group	Individual Ships	Individual Ships Schedule: 9	Ships	Medium carrier group with different escorts; F-15 fighters (302.352)
OC	3	9/5	F&E	9	142	CA(3)	From CA: 2	For CA (Y177): 9	2.7	Command Variant §
CDW	81	2-6G/1-3	MA	5	177	DW(4)	From DW: 2 From CA: 3	For DW: 4	1.2	Commando version of DW
CF	82	7-8F/4	AO	8	167	CA(3)	See (525.321)	For CA: 10	2.4	Fast Cruiser (525.1)
CF1		9H	AO	0	182	NA	See (527.26)	See (527.26)	0	F111 fighter wing
CF2	80	2-5G/1-3	MA	3	149	FF(4)	From FF: 2	For FF: 3	0.75	Commando version of FF §
CL	5	6/3	F&E	6	119	CL(3)	See (440.4)	For NCL: 6	1.5	Base Hull Type (CL) §
CLD	88	6♦<4>/3	AO	6	173	CL(3)	From CL: 3 See (525.322)	See (525.322). In Free Campaigns, For CL: 9.	1.5	Drone bombardment variant of CL. Scout, EW =2. See (525.322) for special construction cost. Limit of 2 in service. §

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
CLV	89	4-6(6)/2-3(3)	AO	7	169	CL(3)	From CL: 2+12	For NCL: 8+12	1.5	Medium Carrier. See special rules (525.314).
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	Scout (4EW:2AF)(1EW:6AF)
4CVA	—	24-30(15)/11-16(6) CVA+ECL+ 2DE(or DWA)	F&E	10	171	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group. See (302.352) for special fighters.
CVA	13	10-12(15)/5-6(6)	F&E	10	171	DN(2)	From DN: 6+30 From DN+: 4+30 From DNG/H: 2+30	Schedule: 18+30 For DN/DN+/DNG: 18+30	4.8	Heavy Carrier Fighters are F14s (8) and A10s (7); see (302.352).
3CVB	—	16-19(8)/7-10(4) CVB+DE(or DWA)+FFE	F&E	9	169	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group See (302.252) for F15 fighters. 6 fighter factors until Y172
CVB	29A	7-8(8)/3-4(4)	F&E	9	172	CA(3)	From CVS: (432.5) From CA: 2+8+16	See (432.5) For CA: 10+8+16	2.4	Medium Carrier; 6 fighter factors until Y172; (302.352). No early variants.
CVL	16A	6-8♦(3)/3-4(1) 24-30(15)/11-16(6) CVA+NAC	F&E	8	166	CA(3)	From CA: 7+6 From COV: 1+6	For CA: 14+6 (replacement only)	2.4	Medium Carrier, Single Ship Carrier, Scout; (4EW:2AF)(1EW:6AF)
4CVN	—	+DWA(or DE)+FFE	F&E	10	175	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group Fighters are F14s (8) and A10s (7); see (302.352).
3CVS	—	16-19(6)/7-10(3) CVS+DE(or DWA)+FFE	F&E	9	167	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CVS	29	7-8(6)/3-4(3)	F&E	9	167	CA(3)	From CA: 2+12 From CA: 6	For CA: 10+12	2.4	Medium Carrier
CX	201	12/6	AO	10	180	CA(3)	From CC: 5	For CA/CC: 12	3.6	X-Ship
DD	6	6/3	F&E	5	129	DD(4)	From DD?: 1	For NCL: 6	1.5	Base Hull Type (DD)
DDX	202	10/5	AO	6	182	DD(4)	None	For NCL: 10	2.5	X-Ship §
DE	14	5-6■/2-3■	F&E	5	167	DD(4)	From DD: 1 (440.4)	For DD: 7	1.5	Light Escort §
DN	2	10/5	F&E	10	148	DN(2)	See (440.4)	Schedule: 12	3.6	Base Hull Type (DN); Early DN
DN+	17	11/6	F&E	10	172	DN(2)	From DN: 2 From DN+: 2	For DN: 14	4.2	Basic Hull (DN+). No early variants.
DNG	61	12/6	F&E	10	175	DN(2)	From DN: 4 (minor) From DNG: 2	For DN: 16	4.8	Basic Hull (DNG). No early variants.
DNH	90	14/7	AO	10	178	DN(2)	From DN+: 4	For DN: 18	5.4	Heavy Variant of DN. No early variants.
DNL	91	11F/6	AO	9	167	DNL(2)	From DN: 6	For DN: 16	4.2	Fast Dreadnought (525.1)
DW	65	6/3	SO	5	175	DW(4)	None	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 §
DWV	83	5-6(4)/2-3(2)	AO	6	176	DW(4)	From DW: 2+8	For DW: 6+8	1.0	Escort Carrier variant of DW

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
ECL	15	4-6■/2-4■	F&E	6	171	CL(3)	From CL: 1	For CL: 7	1.5	Heavy Escort \$
FOF	102	2-6[9H]■/1-3	AO	5	177	DW(4)	From DW: 1+9	For DW: 5+9	1.0	F111 Resupply Ship; Light escort \$
FOR	84	2-5[6]■/1-3	AO	3	172	FF(4)	From FF: 1+6	For FF: 4+6	0.75	Carrier Resupply Ship; Light Escort \$
FF	25	5/3	F&E	3	126	FF(4)	From FF?: 1	Schedule: 3	0.75	Base Hull Type (FF) \$
FFB	50	6/3	AO	5	175	FF(4)	From FF: 2	For DW 4	0.75	Heavy Variant of FF (525.311); counts as a DW. \$
FFE	49	4-5■/2-3■	F&E	3	167	FF(4)	From FF: 1	Free: (525.311)	0.75	Light Escort \$
FFS	44	2-5◆/0-3	F&E	3	169	FF(4)	From FF: 1	For FF: 4	0.75	Scout; EW=1 \$
FFX	203	7/4	AO	4	183	FF(4)	From FF: 4	For FF/DW: 7	1.75	X-Ship \$
2FV	—	7-10(3)/3-6(1) FV+FFE	F&E	5	172	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
FV	49	3-5(3)/1-3(1)	F&E	5	172	FF(4)	From FF: 2+6	For FF: 5+6	0.75	Escort Carrier
GVX	CL26	10-12(9H)◆/ 5-6(4H)◆	AO	9	182	CA(3)	From CVL: 6+12 From CX: 3+18 From CA: 9+18	For CA: 15+18	3.6	X-ship, Medium Carrier; carried F111s on raids as single ship carrier. Limit of one in service at any given time. Scout (4EW:6AF) (1EW:10AF). Crippled EW=1.
HDW	85	6-7(1)/3-4	AO	6	179	HDW(4)	From DW: 2+1	For DW: 5+1	1.5	Modular (525.2) (\$ in some modes)
HFP	CL26	0(9H)◆/None	AO	1	181	Pod	None	(527.28); 2+18	0.5	F111 carrier pod; (2EW:2AF) (1EW:BP/LBP/SP); limit 2.
LAH	104	1-4◆(9H)/0-2(4H)	AO	6	180 (527.24)	LAux(3)	None	(526.4); 6+18	1.0	Large Auxiliary F111 Carrier (526.45); 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.
LTF	Group	6-27(6)[24]/ 3-13(3)[12]	AO	0	178	Group	None	See (526.2)	6	Logistics Task Force (526.2)
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 E	0(6)/None	MA	+0	140	Pallet	None	2+6	0.5	Pallet for Monitor
M-PAL(S)	R1.22 E	0(12)/None	MA	+0	F181	Pallet	None	5+12	1.25	Pallet for Monitor
NAC	59	5-7■/2-4■	F&E	6	175	NCL(3)	From NCL/NEC: 1	For NCL: 6	1.25	Heavy Escort. No early variant (443.31). \$
NCA	77	8/4	SO	8	174	NCA(3)	From NCL: 3	Schedule: 6	1.8	Base Hull Type (NCA), no variants.
NCD	36	7<4>/4	F&E	6	F171	NCL(3)	From NCL: 3	For NCL: 8	1.25	Drone Bombardment Variant \$
NCL	18	7/4	F&E	6	169	NCL(3)	See (440.4)	Schedule: 5	1.25	Base Hull Type (NCL); war cruiser. \$
NCT	79	4-7G/2-4G	MA	6	172	NCL(3)	From NCL: 2	For NCL: 5	1.25	Commando variant of NCL \$
NEC	20	4-7■/2-4■	F&E	6	173	NCL(3)	From NCL: 1	For NCL: 6	1.25	Heavy Escort \$
NPF	56A	5-7P◆/3-4P	F&E	6	F181	NCL(3)	From NCL: 5	For NCL: 10	1.25	PFT; Scout (2EW:2AF)(1EW:5AF). No early variants. Conjectural (502.65).
NSC	19	3-7◆/1-4	F&E	6	175	NCL(3)	From NCL/NCD: 3	For NCL: 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
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
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.
NVH	56	5-7(9H)♦/3-4(4H) 12-19(6)/6-11(3) NVL+NEC+FFE	CVW	6	177	NCL(3)	From NCL: 5+18	For NCL: 10+18	1.25	Special carrier for F111s, operates in many ways as a PFT; Scout (2EW:2AF; 1EW:5AF). No early variants. See (440.1).
3NVL	—	15-19(6)/7-11(3) NVS+NAC+FFE	F&E	6	173	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
NVL	35	4-7(6)/2-4(3)	F&E	6	173	NCL(3)	From NCL: 2+12	For NCL: 7+12	1.25	Medium Carrier
3NVS	—	15-19(6)/7-11(3) NVS+NAC+FFE	F&E	6	175	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
NVS	60	6-7(6)/3-4(3)	F&E	6	175	NCL(3)	From NVL: 2 From NCL: 2+12	For NCL: 7+12	1.25	Medium Carrier. No early variants.
SAH	103	0-2(9H)♦/0-1(4H)	AO	3	180 (527.24)	SAux(4)	None	(525.4): 4+18	0.5	Small Auxiliary (526.45) F111 Carrier (527.2); Scout EW = 1.
SC	7	2-6♦/0-3 25-30(24)/12-16(12) SCS+NAC+DWE+FFE	F&E	5	129	DD(4)	From DD: 4	Sub for NCL: 10	1.5	Scout; EW = 4 \$
4SCS	—		SO	10	Y181 or See (502.73)	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group Fighters (302.352) are three squadrons: F14 (8), F18 (6), A20 (10).
SCS	32	11-12(24)/5-6(12)	F&E	10	Y181 or See (502.73)	DN(2)	From CVA: 3+18 From DN: 9+48 From DN+: 7+48 From DNG/H: 5+48	For CVA: 21+48	4.8	Space Control Ship Fighters (302.352) are three squadrons: F14 (8), F18 (6), A20 (10).
SCX	205	6-10♦/3-5♦	AO	6	183	DD(4)	From DD: 3	For NCL: 13	2.5	X-scout, (EW3:AF6; Crippled EW1) \$
SP	CL26	0♦/None	AO	+1	165	Pod	None	(431.2): 5	0.5	Scout pod; EW varies, see (317.51); see (317.53); max 3 in service.
SWAC(E2)	F3	0	CVW	0	170	Shuttle	None	(518.12): 0 or 3	0	Electronic warfare shuttle; EW = 1
SWAC(E3)	F3A	0	AO	0	177	Shuttle	None	(317.31): 4	0	Electronic warfare shuttle (heavy); EW=2.
TG	8	2-8/0-4	F&E	8	134	TG(3)	From CA: 4	For CA: 6	1.5	Tug
VAP+	22	0(12)/None	SO	+1	172	Pod	None	(431.22): 4+24	1.0	Heavy carrier pod (heavy pod), max 3 in service.
VP	57	0(6)/None	SO	+1	166	Pod	None	(431.22): 2+12	0.5	Medium Carrier pod; max 3 in service.
VHP	CL26	0[18H]/None	AO	+0	F178	Pod	None	(431.22): 3+18	0.5	Pod to carry spare F111s; use as FCR (526.623), cannot operate fighters; max two in service.

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77th	SH29	9-15P♦/4-8PPP D5P+D6P	SO	8	181	Group	Individual Ships	Individual Ships	Ships	Special Group; see (513.2); (2EW:9AF, 3EW:7AF, 4EW:4AF)
AD5	29	6-7■/3-4■	F&E	6	170	D5 (3)	From D5: 1	For D5: 6	1.5	Heavy Escort \$
AD6	76	6-8■/3-4■	AO	8	176	D6 (3)	From D6: 1	For D6/D7: 9	2.4	Heavy Escort; unique (525.325)
B8	106	16/8	AO	10	175	B8(2)	Special: (525.324)	Special: (525.324)	4.8	Unique Ship (525.324)
B10	17A	20(4)/10(2)	F&E	10	Special	B10 (2)	From B10V/S: 2	Special Rules: 36	7.2	Base Hull (BB). See (436.0).
B10A	17	20A(4)/10(2)	SO	10	Special	B10 (2)	From B10: 3 or 6 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.
C5	104	11F/6	AO	9	167	C5(2)	From C5A: 1	For C8: 16	4.2	Fast Dreadnought (525.1)
C5A	104A	9-11AF/6	AO	9	176	C5(2)	From C5: 3	Must Convert	4.2	Fast Dreadnought with SFG (525.1)
C7	72	10/5	F&E	10	177	C7 (3)	See (440.4).	For D7 or C8: 10	3.0	Base Hull Type (BCH)
C7A	73	8-10A/4-5	SO	10	184	C7 (3)	From C7: 3	Must Convert	3.0	Stasis Field Generator Variant (312.0)
C7S	87	10P(3)/5P(1)	AO	10	183	C7 (3)	From C7: 5+6 From C7V: 2	For C7 or C8: 15+6	3.0	Battle Control Ship (525.24)
C7V	89	10(6)/5(3)	AO	10	181	C7 (3)	From C7: 2+12	For C7 or C8: 12+12	3.0	Medium Carrier
C8	3	12/6	F&E	10	167	C8 (2)	From C8: (440.4)	Schedule: 16	4.8	Base Hull Type (DN)
4C8S	—	24-29P(6)/12-16P(3) C8S+AD5+2F5E	SO	10	F179	Group	Individual Ships	Individual Ships	Ships	Space Control Ship Group
C8S	70	10-12(6P)/5-6(3P)	F&E	10	F179	C8 (2)	From C8/C8V: 5	For C8: 21+12	4.8	Space Control Ship
4C8V	—	24-29(12)/12-16(6) C8V+AD5+2F5E	F&E	10	174	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group
C8V	28	10-12(12)/5-6(6)	F&E	10	174	C8 (2)	From C8: 2+24	For C8: 18+24	4.8	Heavy Carrier
C9A	71	10-12A/5-6	SO	10	175	C8 (2)	From C8: 3	Must Convert	4.8	Stasis Field Generator Variant (312.0)
C10	103	14/7	AO	10	179	C8 (2)	From C8: 2	Schedule: 18	5.4	Heavy Variant
3CVT	—	11-16(5)/5-8(3) CVT+2E4A	CVW	9	167	Group	None	None	Ships	Carrier Tug Group available at start; see Tug/pod rules for others
CVT	16	7-8(5)/3-4(3)	F&E	9	167	TG (3)	Unconvert to TGA no cost (pods lost)	Add CV pods to tug	3.4	Medium Carrier
D5	23	7/4	F&E	6	166	D5 (3)	See (440.4).	Schedule: 5	1.5	Base Hull Type (CW) \$
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 \$
D5DX	203	10<4>♦/5♦	AO	8	182	D5(3)	From D5X: 3	For D5: 14	3.0	X-Ship, Scout, EW=4 (crippled EW=1), drone bombardment variant \$
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)\$
D5J	37	6-7/3-4	AO	5	172	D5(3)	From D5: 1	For D5: 6	1.5	Penal Ship \$
D5P	60	5-7P♦/2-4P	F&E	6	179	D5 (3)	From D5: 5	For D5: 10	1.5	PFT, Scout, (2EW:2AF)(1EW:5AF)

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D5S	61	3-7♦/1-4	F&E	6	168	D5 (3)	From D5: 3	For D5: 8	1.5	Scout; EW =3 \$
3D5V	—	16-19(6)/8-11(3) D5V+AD5+F5E	F&E	6	170	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
D5V	62	6-7(6)/3-4(3)	F&E	6	170	D5 (3)	From D5: 2+12	For D5: 7+12	1.5	Medium Carrier
D5VH	62	6-7(8H)/3-4(4H)	F&E	6	178	D5 (3)	From D5V: 0+4	For D5: 7+16	1.5	Medium Carrier, Heavy fighters
D5W	89	8/4	SO	8	175	D5W(3)	From D5: 3	Schedule: 6	1.8	Base Hull Type (NCA)
D5X	205	10/5	AO	8	182	D5(3)	None	For D5: 10	3.0	X-Ship \$
D6	5	7-8/4	F&E	8	121	D6 (3)	See (440.4).	Schedule: 8	2.4	Base Hull Type (CA)
D6D	32	7-8<4>♦/4	F&E	8	134	D6 (3)	From D6/D7: 3	For D6/D7: 11	2.4	Drone Bombardment, Scout, EW = 2
D6G	48	3-8GG/2-4G	MA	8	124	D6 (3)	From D6/D7: 3	For D6/D7: 8	2.4	Commando Ship
D6J	36	6-8/3-4	AO	7	124	D6 (3)	From D6/D7: 1	For D6/D7: 9	2.4	Penal Ship
D6M	33	10+1/4	F&E	8	167	D6 (3)	From D6/D7: 5	For D6/D7: 10	2.4	Mauler
D6P	22	4-8P♦/2-4P	F&E	8	179	D6 (3)	From D6/D7: 5	For D6/D7: 13	2.4	PFT, Scout, (2EW:2AF)(1EW:4AF)
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
3D6V	—	10-16(5)/5-8(3) D6V+2E4A	F&E	8	166	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
D6V	21	6-8(5)/3-4(3)	F&E	8	166	D6 (3)	From D6/7: 2+10	For D6/7: 10+10	2.4	Medium Carrier
D7	4	8/4	F&E	8	134	D7 (3)	See (440.4).	Schedule: 8	2.4	Base Hull Type (CA)
D7A	8	6-8A/3-4	SO	8	165	D7 (3)	From D7: 3	Must Convert	2.4	Stasis Field Generator Ship (312.0)
D7C	31	9/5	F&E	9	142	D7 (3)	From D7: 2	For D7(Y179+): 9	2.7	Command Variant
D7D	42	9/4	SO	8	176	D7 (3)	From D7: 1	For D7: 9	2.4	Heavy Variant
3DVS	—	17-20(6)/8-11(3) D7V+AD5+F5E	F&E	8	171	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
D7V (DVS)	44	7-8(6)/3-4(3)	F&E	8	171	D7 (3)	From D7: 2+12	For D7: 10+12	2.4	Medium Carrier
DP	68	2<2>♦/None	SO	+0	149	Pod	None	(431.22): 6	0.5	Drone pod; scout, EW=1; Limit 2 in service.
3DV	—	11-16(6)/5-8(3) D7V+2xE4A	F&E	8	171	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
DX	201	13/7	AO	10	180	D7 (3)	From D7C: 6	For D7: 13	3.9	X-Ship
E4	7	4/2	F&E	3	120	E4 (4)	From E4?: 1 (440.4)	Schedule: 2.5	0.625	Base Hull Type (FF) \$
E4A	25	2-4■/1-2■	F&E	3	166	E4 (4)	From E4: 1	For E4: 3.5	0.625	Light Escort \$
E4R	115	1-4(6)■/0-2	AO	3	168	E4 (4)	From E4: 1+6	For E4: 3.5+6	0.625	Carrier Resupply Ship; Light Escort \$
2EV	—	5-8(3)/2-4(2)	CWV	3	169	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
EV (E4V)	80	3-4(3)/1-2(2)	CWV	3	169	E4 (4)	From E4: 2+6	For E4: 4.5+6	0.625	Escort Carrier
F5	6	5/3	F&E	4	134	F5 (4)	From F5?: 1 (440.4)	Schedule: 3	0.90	Base Hull Type (DD) \$
F5E	77	4-5■/2-3■	F&E	4	170	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.90	Light Escort \$
F5G	90	2-5G/1-3	MA	4	154	F5 (4)	From F5/F5L: 2	For F5/F5L: 3	0.90	Commando Ship \$

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
F5J	38	4-5/2-3	AO	3	136	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.90	Penal Ship \$
F5L	34	6/3	F&E	5	142	F5 (4)	From F5: 2	Schedule: 4	1.2	Command variant \$
F5R	94	2-5[6]/1-3	AO	4	172	F5 (4)	From F5/F5L: 1+6	For F5/F5L: 4+6	0.90	Carrier Resupply Ship; Light Escort \$
F5S	20	2-5♦/1-3	F&E	4	137	F5 (4)	From F5/F5L: 1	For F5/F5L: 4	0.90	Scout; EW = 1 \$
F5W	97	6/3	SO	4	175	FW(4)	From F5/F5L: 2	Schedule: 4	1.2	Base Hull Type (DW) \$
F6	64	7S/3	AO	5	176	F5 (4)	From F5L: 2	For F5/F5L: 5	1.5	Shock Variant; (525.312); (Roll: 12-2D6, Safe AF: 6) \$
FD7	92	7-8F/4	AO	8	162	D7 (3)	From D7: 3	For D7: 10	2.4	Fast Cruiser (525.1)
FSX	204	4-9♦/2-5♦	AO	7	183	F5 (4)	From F5S: 9	For F5/F5L/F5W: 12	2.7	X-Ship, Scout, EW=3 (1EW:Crippled) \$
2FV	—	6-9(4)/3-5(2) F5V+E4A	F&E	5	166	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
FV (F5V)	30	4-5(4)/2-3(2)	F&E	5	166	F5 (4)	From F5/F5L: 2+8	For F5/F5L: 5+8	0.90	Escort Carrier
FWE	113	5-6■/2-3■	AO	5	177	FW(4)	From FW: 1	For F5/FW: 5	1.2	Light Carrier Escort \$
FWV	93	5-6(4)/3(2)	AO	5	176	FW(4)	From F5W: 2+8 From F5/F5L: 3+8† From FV: 2+0	For F5W: 6+8	1.2	Escort Carrier
FX	202	9/5	AO	7	181	F5 (4)	From F5L: 6 From F5: 7	For F5/F5L/F5W: 9	2.7	X-Ship \$
HDW (HF5)	95	6-7(1)/3-4	AO	5	179	HDW(4)	From F5W: 2+1 From F5/F5L: 3+1†	For F5L/F5W: 5+1	1.5	Modular Ship (525.2) (\$ in some modes)
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+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)
PPF	P2	1-5 PFs	AO	0	179	Flotilla	None	(528.28)	0.0	Penal PF Flotilla; Max 2 in service.
PTP		0[P]/None	AO	+0	179	Pod	None	2+PFs	0.5	PF Transport Pod, limit 4.
SBA	100	36A(12)/18(6)	SO	10	169	Starbase	From SB: 3 or 6 See (312.12)	Must Convert	0.0	Starbase with SFG (312.0)
SCP+	85	0P(6)♦/None	AO	+2	F179	Pod	None	(431.22): 8+12	1.5	Space Control Pod; limit 1; (2EW:2AF)(1EW:TugAF)
SWARM	SH17	NA	CVW	0	Varies	Special	None	Special (514.0)	0.0	Group of fighters (and PFs)
T-POD	13	0G/None	MA	+0	124	Pod	None	(521.712): 2	0.5	Troop Pod, tug or LTT; max 4.
TGA (T7)	9	8/4	F&E	8	140	TG (3)	From TGB: 5	For D6/7: 8	2.4	Tug
TGB (T6)	10	4-8/2-4	F&E	6	123	TG (3)	From TGA: 2	For D6/7: 6	1.8	Tug
VAP	67	0(6)/None	SO	+1	175	Pod	None	(431.22): 2+12	1.0	Heavy Carrier Pod; Max 2
VHP		0[8H]/None	AO	+0	178	Pod	None	2+8	1.0	Heavy Fighter FCR 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 STAR EMPIRE										
BH	46	5/3	F&E	6	161	BH(4)	See (440.4).	For SK: 5	1.25	CL: Base Hull \$
BHE	69	5■/3■	F&E	6	164	BH(4)	From BH: 1	For SK: 6	1.25	Light Escort \$
BHF	88	4-5[6]■/2-3	AO	6	173	BH(4)	From BH: 1+6	For BH: 6+6	1.25	Carrier Resupply Ship; Light Escort \$
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
CNH	92	15/8	AO	10	178	CON(2)	From CON: 2	For CON: 19+24	4.75	Heavy Variant
4CNV	—	30(12)/17(6) CNV+SPM+2SKE	F&E	10	175	Group	From CON+ SP+ 2SK: 5+24	See Individual Ships	Ships	Heavy Carrier Group, uses SP instead of SPM until Y175.
CNV	45	13(12)/7(6)	F&E	10	175	CON(2)	From CON: 2+24	For CON: 19+24	4.25	Heavy Carrier
CON	6	13/7	F&E	10	170	CON(2)	See (440.4).	Schedule: 17	4.25	DN: Base Hull
DMH	95	14/7	AO	10	171	DMH(2)	None.	For CON: 20	5.0	Modular DN, see 525.61.
FAL	9	10+3	F&E	8	163	FAL(3)	From WE/KE: 5	For WE/SP: 10	1.5	Mauler; Base Hull
3FE	30	6-18T/3-9	F&E	3	164	WE(3)	From 3xWE/KE: 3	None	4.5	Tug (Special Limits)
FFH	87	8-9F/5	AO	8	172	FH(3)	From FH: 3	For FH: 10	2.0	Fast Cruiser (525.1)
FH	38	9/5	F&E	8	170	FH(3)	From SP: 3	Schedule: 8	2.0	Base Hull (CA)
FHF	75	10+3/5	CWV	8	174	FH(3)	From FH: 5	For FH: 10	2.0	Mauler
FHX	201	14/7	AO	9	182	FH(3)	From FH: 7	For FH: 14	3.5	X-Ship
HDW (SBH)	89	6-7(1)/3-4	AO	6	180	HDW(4)	From SK: 2+1	For SK: 5+1	1.25	Modular Ship (525.2), Sabrehawk
K4	10	4/2	F&E	3	167	K4(4)	From E4: 1 (440.4).	See (431.6): 2.5	0.625	Battle Group \$ in some modes
K4D	67	4■/2■	CWV	3	171	K4(4)	From K4: 1	See (431.6): 3.5	0.625	Base Hull Type (FF) \$
K5	5	5/3	F&E	4	159	K5(4)	From F5: 2 (440.4).	See (431.6): 3	0.75	Light Escort \$
K5D	55	5■/3■	AO	4	175	K5(4)	From K5: 1	See (431.6): 4	0.75	Base Hull Type (DD) \$
K5L	63	6/3	F&E	5	161	K5(4)	From K5: 2	See (431.6): 4	1.0	Light Escort \$
K5S	11	2-5♦/0-3	F&E	4	163	K5(4)	From F5L: 2	See (431.6): 4	0.75	Command Variant \$
K5X	208	4-9♦/2-5♦	AO	5	184	K5(4)	From K5X: 3	See (431.6): 4	0.75	Scout, EW=1 \$
K5SX	207	9/5	AO	5	184	K5(4)	From K5S: 7	For SK: 11 (431.6)	2.25	X-Ship, Scout, \$
K7R	35	9/5	F&E	8	166	K7R(3)	From K5L: 5	For SK: 9 (431.6)	2.25	EW=3 (Crippled EW = 1)
K7X	206	14/7	AO	9	183	KR(3)	From D7: 3	See (431.6): 9	2.25	X-Ship \$
KC9	40	14/7	F&E	10	172	KC9(2)	From K7R: 6	For FH: 14	3.5	CA: Base Hull
KE	39	9/5	F&E	9	168	WE(3)	From KRC: 5	See (431.6)	4.0	X-Ship
							From C8: 5	See (704.3): 18	2.25	DN: Base Hull
							From WE: 3	For FH: 9 (431.6)	2.25	Command Cruiser

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
KEX	209	10/5	AO	10	183	WE(3)	From KE: 2	For FH: 10	2.5	X-Ship
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)
KR	4	8/4	F&E	8	159	KR(3)	From D6: 3 (440.4)	See (431.6): 8	2.0	CA: Base Hull
KRC	32	10/5	F&E	9	164	K7R(3)	From K7R: 2	See (431.6): 10	2.5	Command Cruiser
KRM	36	10+1/4	F&E	8	167	KR(3)	From KR or K7R: 5	See (431.6): 10	2.0	Mauler
KRP	58	5-8P♦/2-4P	CVW	8	182	KR(3)	From KR or K7R: 5	See (431.6): 13	2.0	PF Tender, Scout, EW=2
KRS	59	2-8♦/1-4	AO	8	170	KR(3)	From KR or K7R: 4	See (431.6): 12	2.0	Heavy Scout; EW=4; Max one in service (317.4)
KRT	33	6-8T/2-4	F&E	6	162	KRT(3)	From TGB: 4	See (431.6): 8	1.5	Base Hull; Tug (Special Limits)
3KRV	—	16(5)/8(3) KRV + 2 K4D	CVW	8	169	Group	Individual Ships	See (431.6)	Ships	Medium Carrier Group
KRV	56	8(5)/4(3)	CVW	8	169	KR(3)	From KR: 2+10	See (431.6): 10+10	2.0	Medium Carrier
MGH	100	12-14/6-7	AO	10	176	MGH(2)	From D6V: 3+10	For CON: 20	5.0	Modular DN, see (525.62)
NH	72	10/5	F&E	9	173	FH(3)	From FH: 2	Schedule: 10	2.5	Command Cruiser
OMH	101	12-11/6	AO	10	176	OMH(2)	From SP: 4‡ None	For CON: 16	4.0	Modular DN, see (525.63).
4PHX	—	30P(6)/17P(3) PHX+SPM+2SKE	SO	10	F182	Group	Individual Ships	Individual Ships	Ships	Space Control Group
PHX (SCS)	49	13P(6)/7P(3)	F&E	10	F182	CON(2)	From CNV: 5 From CON: 5+12 From ROC: 2+12	For CON: 22+12 (502.7)	4.25	Space Control Ship
ROC	44	13P/7P	AO	10	183	CON(2)	From CON: 3	For CON: 20	4.25	Dreadnought with PFs but not fighters
SE	12	2-6♦/0-3	F&E	8	165	WE(3)	From WE/KE: 2	For WE: 8	1.5	Scout; EW =2
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) \$
SEX	205	7/4	AO	4	184	SEH(4)	From SEH: 5	For SEH: 7	1.75	X-Ship \$
SHR	93	11F/6	AO	9	172	SHR(2)	None	For CON: 16	3.5	Fast Dreadnought (525.1)
SK	21	5/3	F&E	5	167	SK(4)	From SK?: 0	Schedule: 3.5	0.875	DW: Base Hull, modular (433.43) \$
2SKB	—	9-10(4)/5-6(2) SKB+SKE	F&E	6	167	Group	Individual Ships	Individual Ships	Ships	Light (Escort) Carrier Group
SKB	22	4-5(4)/2-3(2)	F&E	6	167	SK(4)	From SK?: 1+8	For SK: 4.5+8	0.875	Escort Carrier
SKC	23	4-5P/2-3P	AO	5	182	SK(4)	From SK?: 5	For SK: 8.5	0.875	PFT, Not a scout; limit 4 in service.
SKE	25	5■/3■	F&E	5	167	SK(4)	From SK?: 1	For SK: 4.5	0.875	Light Escort \$

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SKF	26	3-5♦/1-3	F&E	5	167	SK(4)	From SK?: 2	For SK: 5.5	0.875	Scout (2EW:2AF)(1EW:3AF) \$
SKG	27	4-5G/2-3	MA	5	167	SK(4)	From SK?: 2	For SK: 3.5	0.875	Commando ship \$
SSX (SKSX)	204	4-9♦/2-5♦	AO	6	184	SK(4)	From SKX: 3	For SK: 12	2.25	X-Ship, \$, Scout, EW=3, crippled EW=1
SKX	203	9/5	AO	6	183	SK(4)	None	For SK: 9	2.25	X-Ship \$
SN	42	4/2	F&E	3	161	SN(4)	See (440.4).	Schedule: 2.5	0.625	FF. Base Hull \$
SNB	43	5/2	F&E	3	168	SN(4)	From SN: 1	For SN: 3	0.75	FF Leader; see(431.61). \$
SNE	68	4■/2■	AO	3	171	SN(4)	From SN or SNB: 1	For SN: 3.5	0.625	Light Escort \$
SP	14	7/4	F&E	6	167	SP(3)	From SP?: 0	Schedule: 5	1.25	CW. Base Hull. Modular (433.43) \$
3SPB	—	16-17(8)/9-10(4) SPB+2SKE	F&E	8	167	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
SPB	15	6-7(8)/3-4(4)	F&E	8	167	SP(3)	From SP: 1+16	For SP: 6+16	1.25	Medium Carrier
SPC	16	5-7♦/2-4	F&E	6	167	SP(3)	From SP?: 3	For SP: 8	1.25	Scout (Survey) (3EW:2AF)(1EW:5AF)\$
SPE	18	5-7P♦/2-4P	F&E	6	182	SP(3)	From SP?: 5	For SP: 10	1.25	PF Tender, Scout (3EW:2AF)(1EW:5AF)
SPF	19	7+1/4	F&E	6	167	SP(3)	From SP?: 4	For SP: 7	1.25	Mauler
SPG	20	6-7GG/3-4G	MA	6	167	SP(3)	From SP?: 3	For SP: 5	1.25	Commando ship \$
SPH	31	5-7T/2-4	F&E	6	167	SP(3)	From SP?: 0	For SP: 5	1.25	Tug (special limits)
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)
SPM	70	7■/4■	CWV	6	175	SP(3)	From SP: 1	For SP: 6	1.25	Heavy Escort \$
SPV	15	6-7(8H)/3-4(4H)	F&E	8	179	SP(3)	From SPB: 0+2	For SP: 6+16	1.25	Medium Carrier with heavy fighters
SPX	202	12/6	AO	7	182	SP(3)	None	For SP: 12	3.0	X-Ship \$
4SUB	—	26-27(12)/14-15(6) SUB+SPM+2SKE	F&E	9	173	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group, uses SP instead of SPM until Y175.
SUB	29	9-10(12)/4-5(6)	F&E	9	173	FH(3)	From SUP: 1+16 From NH: 2+24 From FH: 3+24† From SPB: 5+12	For SUP or CON or CNV or SCS: 12+24	2.5	Heavy Carrier
SUN	82	10(6)/5(3)	AO	9	182	FH(3)	From NH: 2+12 From SUP: 1+4 From FH: 3+12	For NH: 12+12	2.5	Medium Carrier
SUP	34	10(4)/5(2)	F&E	9	170	FH(3)	From NH: 2+8 From FH: 3+8 From SP: 5+8	Schedule: 11+8 Sub NH/CON: 11+8	2.5	Medium Carrier (single ship) Command Cruiser
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)

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
VUL	94	10/5	AO	10	165	VUL(2)	None	Sub for CON: 12 Schedule: 6	3.0	Old Dreadnought
WE	3	6/3	F&E	8	161	WE(3)	See (440.4).	Sub for SP: 6	1.5	CA: Base Hull
4WH	—	15-20(5)/8-12(2) 2WH+2BHE	F&E	6	164	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
WH	7	2.5-5(2.5)/1-3(1) 13-18(5)/6-10(2)	F&E	6	164	BH(4)	From BH: 1+5	For WE/SK: 6+5	1.25	Carrier (Special Type)
4WHS	—	2WH+2SNE	—	6	164	group	Individual Ships	Individual Ships	Ships	Medium Carrier Group

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23rd	SH14 SH32	4-12PP(12)◆/ 2-6PP(6) PFT+MPF	SO	6	181	Group	See (513.3)	See (513.3)		Special PF Tender Group with fighters; Scout, EW=4
BC	3	8/4	F&E	8	137	BC(3)	From BC?: 1(V=2) From CV: 2	Schedule: 8	2	Base Hull Type (BC)
BCH	43	10/5	F&E	10	180	BCH(3)	From BC: 4 From CV: 5	For BC/DN: 10	2.5	Base Hull Type (BCH)
BCS	60	10P(3)/5P(1)	AO	10	F181	BCH(3)	From BC: 2 From BCH: 5+6	For BC/DN /CVASCS: 13+6	2.5	Battle Control Ship (525.54)
BCV	59	10(6)/5(3)	AO	10	F180	BCH(3)	From CV: 1 From BCH: 2+12	For BC/DN/ CVASCS: 12+12	2.5	Medium Carrier
BCX	201	12/6	AO	9	182	BC(3)	From BC: 6	For BC: 12	3	X-Ship
BF	66	7-8F/4	AO	8	165	BC(3)	From BC: 3	For BC: 10	2	Fast Cruiser (525.1)
BP	15	2-2>/None	SO	+2	134	Pod	None	(431.22): 6	0.5	Battle pod (has drone bombardment capability); limit 4.
OC	4	9/5	F&E	9	146	BC(3)	From BC: 2	For BC: 9 (Y180+)	2.25	Command Variant
CCX	202	12/6	AO	10	183	BC(3)	From CC: 5 From BC: 6	For BC: 12	3	X-Ship, Command Variant
CD	47	7-8<4>◆/4	CVW	8	132	BC(3)	From BCX: 1 From BC: 3	For BC: 11	2	Drone Bombardment; scout, EW=2
CDX (CMDX)	CL26	10<4>◆/5◆	AO	8	183	CM(3)	From CMX: 4	For CM: 14 Schedule: 6	2.5	X-ship, scout, EW=4 (1EW:Crippled); drone bombardment variant §
CL	5	6/3	F&E	6	121	CL(3)	From CL?: 1	For DD/CM: 6	1.5	Base Hull Type (CL) §
CLD	CL20	6◆<4>/3	AO	6	140	CL(3)	From CL: 3	For CL: 9	1.5	Drone Bombardment; scout EW=2 §
CLE	83	4-6■/2-3■	F&E	6	166	CL(3)	From CL: 1	For CL: 7	1.5	Heavy Escort §
CLG	63	2-6G/1-3G	AO	6	126	CL(3)	From CL: 2	For CL: 6	1.5	Commando Ship §
CM	19	7/4	F&E	6	169	CM(3)	From CM?: 1 (V=2)	Schedule: 5	1.25	CW, Base Hull Type §
3CMV	—	15-18(6)/8-10(3) CMV+MEC+EFF	F&E	6	174	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CMV	27	7(6)/4(3)	F&E	6	174	CM(3)	From CM: 2+12	For CM: 7+12	1.25	Medium Carrier

Designation	SFB Ref #	Factors On Counter	Product	Crnd (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
CMX	203	10/5 18-21(6)/9-11(3) CV+MEC+EFF	AO	7	183	CM(3)	From CDX: 1	For CM: 10	2.5	X-Ship \$ Medium Carrier Group; used CLEs at start of war
3CV	—		F&E	9	169	Group	Individual Ships	Individual Ships	Ships	
CV (CVS)	6	10(6)/5(3)	F&E	9	166	BCH(3)	From BCH: 2+12 From CVL: 4+4 From BC: 5+12+	For BC: 12+12	2.5	Medium Carrier
4CVA	—	25-30(12)/12-16(6) CVA+2MEC+EFF	F&E	10	173	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group
CVA	25	11-12(12)/5-6(6) 8-10(3)/4-5(1) CVE+EFF	F&E	10	173	DN(2)	From DN: 2+24	For DN: 18+24	4	Heavy Carrier
2CVE	—		F&E	6	165	Group	Individual Ships	Individual Ships	Ships	Escort Carrier Group
CVE	10	6(3)/3(1)	F&E	6	165	CL(3)	From CL: 2+6	For CL: 8+6	1.5	Escort Carrier
CVH	6	10(8H)/5(4H) 16-19(4)/8-10(2) CVL+MEC+EFF	F&E	9	178	BCH(3)	From BCH: 2+16 From CV: 0+4 From BC: 5+16	For BC: 12+16	2.5	Medium Carrier with heavy fighters Medium Carrier Group; used CLEs at start of war
3CVL	—		F&E	8	169	Group	Individual Ships	Individual Ships	Ships	
CVL	9	8(4)/4(2)	F&E	8	166	BC(3)	From BC: 2+8	For BC: 10+8	2	Medium Carrier
4CVN	—	27-31(12)/12-16(6) CVA+ MEC + 2DWE	SO	10	174	Group	Individual Ships	Individual Ships Schedule: 6 For CM: 6	Ships	Heavy Carrier Group Base Hull Type (DD); heavy ad hoc escort. \$
DD	35	6/3	F&E	4	159	DD(4)	From DD?: 1	For CM: 7	1.5	Heavy Escort (due to doctrine) \$
DDE	82	4-6/2-3	Future	4	166	DD(4)	From DD: 1	For CM/DD: 8+12	1.5	Escort Carrier; unique ship (525.313)
DDV	56	3-6(6)/1-3(3)	AO	4	163	DD(4)	From DD: 2+12	For FF: 4.5	0.625	Drone Bombardment Variant \$
DF	23	4<4>/2	F&E	3	133	FF(4)	From FF: 2	Schedule: 16	4.0	Base Hull Type (DN)
DN	42	12/6	F&E	10	167	DN(2)	See (440.4)	See (525.328): 18	4.0	Drone bombardment variant of DN
DND	75	12<6>/6	AO	10	173	DN(2)	From DN: 2	For DN: 16	3.5	Fast Dreadnought (525.1)
DNL	73	11F/6	AO	9	167	DNL(2)	None	Schedule: 18	4.5	Heavy Variant
DNH	72	14/7	AO	10	179	DN(2)	From DN: 2	Schedule: 4	1.0	Base Hull Type (DW) \$
DW	44	6/3	SO	5	174	DW(4)	From DW?: 1	For DW: 5	1.0	Light Escort \$
DWE	50	5-6/2-3	SO	5	174	DW(4)	From DW: 1	For DW: 4	1.0	Commando Ship \$
DWG	65	3-6G/2-3	MA	5	176	DW(4)	From DW: 2	For DW: 6	1.0	Scout; EW =2 \$
DWS	49	4-6/2-3	SO	5	174	DW(4)	From DW: 2	For DW: 6+8	1.0	Escort Carrier
DWV	67	6(4)/3(2)	AO	5	176	DW(4)	From DW: 2+8	For FF: 3.5	0.625	Light Escort \$
EFF	20	2-4/1-2	F&E	3	167	FF(4)	From FF: 1	For FF: 3.5+6	0.625	Carrier Resupply Ship; light escort \$
FCR	68	2-4(6)/1-2	AO	3	167	FF(4)	From FF: 1+6	For FF: 3.5+6	0.625	Convert from SF: 6+; From FK: 5+
FDX	204	6-7<4>/3-4	AO	5	183	FF(4)	From SDF: 6 From FKX: 3 From FF: 8	For FF/DW: 10	1.75	X-Ship, Scout, EW=2 (1EW:crippled); drone bombardment variant \$
FF	8	4/2	F&E	3	121	FF(4)	From FF?: 1	Schedule: 2.5	0.625	Base Hull Type (FF) \$

Designation	SFB Ref #	Factors On Counter	Product	Cmd	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Salvage (439.0)	Notes and Special Cases; EW, Shock
FFG	64	1-4G/0-2	MA	3	127	FF(4)	From FF: 2	For FF: 2.5	0.625	Commando Ship \$
FFK	46	5/3	AO	3	168	FF(4)	From FF: 1	For FF: 3	0.75	Combat Variant \$
FKE	CL24	4-5■/3■	AO	3	169	FF(4)	From FF: 2† From EFF: 1 From FFK: 1	For FF or FFK: 4	0.75	Light Carrier Escort \$
FKX	205	7/4	AO	5	183	FF(4)	From FF: 6	For FF/DW: 7	1.75	X-Ship \$
HDW	69	6-7(1)/3-4	AO	5	181	HDW(4)	From DW: 2+1	For DW: 5+1	1.25	Modular (525.2) \$ in some modes.
LAD	CL22	6-4<6>◆/0-2	AO	6	165	L-Aux	From LAS: 8	(526.5): 12	1.0	Auxiliary Drone Bombardment Ship; EW = 2
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 \$
MDC	31	7<4>/4	CWV	6	169	CM(3)	From CM: 3	For CM: 8	1.25	Drone Bombardment (not a Scout) \$
MEC	28	6-7■/3-4■	F&E	6	169	CM(3)	From CM: 1	For CM: 6	1.25	Heavy Escort \$
MSC	32	5-7◆/2-4	SO	6	171	CM(3)	From CM: 3	For CM: 8	1.25	Scout, EW=3 \$
MPF	33	2-7P◆/0-4P	F&E	6	181	CM(3)	From CM: 5	For CM: 10	1.25	PFT, Scout, EW=2.
3MVD	—	18-20(6)/9-11(3) CMV+MEC+DWE	SO	6	174	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
MVH	27	7(8H)/4(4H)	AO	6	178	CM(3)	From CM: 2+16 From CMV: 0+4	For CM: 7+16	1.25	Medium Carrier with heavy fighters
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)
PFT	22	2-6P◆/0-3P	F&E	6	181	DD(4)	From DD: 5	For CM: 11	1.5	PFT, Scout, EW=2.
PTP	CL26	0[P]/None	AO	0	181	Pod	None	(526.62): 2+PFs	0.5	PF Transport Pod, cannot operate PFs; limit 4.
SAD	CL22	4-2<4>◆/0-1	AO	3	165	S-Aux	From SAS: 6	(526.5): 8	0.5	Auxiliary Drone Bombardment Ship; Scout, EW = 1
SCP+	58	0(6)P◆/None 28-32P(6)/ 13-17P(3)	AO	+1	181	Pod	None	(431.22): 8+12	1.5	Space Control Pod; Scout (2EW:2AF)(1EW:TugAF); triple weight pod, overloads tug; limit 1.
4SCS	—	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 SO	10	F181	DN(2)	From GVA: 5 From DN: 5+12	For DN: 21+12	4.0	Space Control Ship
SDF	55	4<4>◆/2	CWV	3	159	FF(4)	From FF: 3 From DF: 1 From SF: 2	For FF: 5.5	0.625	Drone Bombardment; Scout; EW=1 \$
SDW	71	4-6<4>◆/2-3	AO	4	177	DW(4)	From DW: 4 From DWS: 2	For DW: 6	1.0	Drone bombardment, scout, EW=2 \$
SF	18	2-4◆/0-2	F&E	4	126	FF(4)	From FF: 1	For FF: 3.5	0.625	Scout, EW=1 \$

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
SP	CL26	0♦/None	AO	+1	168	Pod	None	(431.22): 3	0.5	Scout Pod, EW=2; see (317.53); limit 4
T-POD	—	0G/None	MA	+0	160	Pod	None	(521.712): 2	0.5	Troop Pod, Tug or LTT; limit 4.
TGC	53	8/4	F&E	8	164	TGT(3)	From TGT: 5	For BC: 8	2.0	Tug
TGT	12	4-8/2-4	F&E	6	129	TGT(3)	From TGC: 2	For BC: 6	1.5	Tug, Base Hull Type
VAP	38	0(6)/None	SO	+1	175	Pod	None	(431.22): 2+12	0.5	Heavy Carrier Pod, limit 2.
VHP	CL26	0(8H)/None	AO	0	178	Pod	None	(530.225): 2+8	0.5	Heavy fighter FCR pod, limit 4
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										
BC	19	10/5	F&E	8	120	BC(3)	From CL: 3	Schedule: 10	2.5	CA, Basic Hull
BCH	40	12/6	F&E	10	180	BCH(3)	From BC: 3 From CL: 5†	For BC/DN: 12	3.0	BCH, Basic Hull
BCV	49	12(6)/6(3)	AO	10	180	BCH(3)	From BCH: 2+12 From CV: 5† From CVS: 3	For BC/DN/CVA: 14+12	3.0	Medium Carrier; conjectural (525.7)
BCS	50	12P(3)/6P(1)	AO	10	183	BCH(3)	From BCH: 5+6 From CV: 5†	For BC/DN/CVA: 17+6	3.0	Battle Control Ship (525.54)
BD	17	6/3	F&E	5	168	BD(4)	From DD: 2	Schedule: 4	1.0	DW, Basic Hull \$
BDE	36	6■/3■	F&E	5	173	BD(4)	From BD: 1 From DD or DE: 2†	For BD: 5	1.0	Light Escort \$
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 PFT or BDS: 3 From BD: 2 From SC: 3 From DD: 3†	For BD: 9	1.0	PF Tender, Scout; EW = 2
BDS	45	2-6♦/1-3	F&E	5	168	BD(4)	From BDX: 3 From BDS: 5 From SC: 6† From DD: 7†	For BD: 6	1.0	Scout; EW = 2 \$
BDSX	205	4-9♦/2-5♦	AO	6	184	BD(4)	From BD: 2+8 From DD†: 3+8 From DD: 6† from BD: 5	For BD: 12	2.25	X-ship \$, Scout: EW = 3 (Crippled EW = 1)
BDV	56	6(4)/3(2)	AO	6	176	BD(4)	From BD: 2+8 From DD†: 3+8 From DD: 6† from BD: 5	For BD: 6+8	1.0	Escort Carrier
BDX	204	9/5	AO	6	183	BD(4)	From BD: 3 From CL: 5†	For BD: 9	2.25	X-ship \$
BF	55	9-10F/5	AO	8	168	BC(3)	From BC: 1	For BC: 12	2.5	Fast Cruiser (525.1)
OC	18	10/5	F&E	9	139	BC(3)	From BC: 1	For BC: 10 (Y178+) For CC: 11	2.5	Command Variant
OCH	51	11/6	AO	9	174	BC(3)	From BC/CC: 1	For BC: 11 (Y178+)	2.75	Heavy Variant

Designation	SFB Ref #	Factors On Counter	Product	Cmd (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
CCX	201	14/7	AO	10	182	BC(3)	From BC or CC: 6 From CL: 10	For BC: 14	3.5	X-ship
CL	3	8/4	F&E	6	120	CL(3)	See (440.4): 1	For HD/BC: 8	2.0	Basic Hull Type (CL) §
CLE	38	8■/4■	F&E	6	173	CL(3)	From CL: 1	For HD/BC: 9	2.0	Heavy Escort §
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)
CMX	202	14/7	AO	9	184	CM(3)	From HDX: 4 From CM: NA	For CM: 14	3.5	X-ship
COM	29	6-8G/3-4G 21(6)/11(3) CV+CLE+DE	MA	6	124	CL(3)	From CL: 2	For CL: 8	2.0	Commando Ship §
3CV	—			6	173	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CV	16	8(6)/4(3) 33(12)/17(6) CVA+HDE+2BDE	F&E	6	173	CL(3)	From CL: 2+12	For CL: 10+12	2.0	Medium Carrier, no early variants
4CVA	—		CWW	10	175	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group; Conjectural (513.41)
CVA	48	14(12)/7(6)	CWW	10	175	DN(2)	From DN: 2+24	For DN: 20+24	4.5	Heavy Carrier; Conjectural (513.41)
CVS	52	10(6)/5(3)	AO	9	175	BC(3)	From BC: 2+12 From CV: 3	For BC: 12+12	2.5	Medium Carrier; Conjectural (513.41)
DD	4	5/3	F&E	4	119	DD(4)	From DD?: 1(440.4)	For BD: 3	0.75	Basic Hull Type (FF) §
DDG	53	3-5G/2-3	MA	4	126	DD(4)	From DD: 2	For DD: 3	0.75	Commando Variant of DD §
DE	37	5■/3■	F&E	4	173	DD(4)	From DD: 1	For BD: 4	0.75	Light Escort §
DN	11	14/7	F&E	10	171	DN(2)	None	Schedule: 18	4.5	Basic Hull Type (DN)
DNC	CL22	14/7	AO	10	177	DNC(2)	From CL or BC: 8	For DN: 18	4.5	Basic Hull Type (DNC) Only one conversion per turn (706.3)
DNG	CL26	14GGG/7GG	AO	10	175	DN(2)	From DN: 3	For DN: 18	4.5	Commando Variant of DN
DNH	61	16/8	AO	10	177	DN(2)	From DN: 2	Schedule: 20	5.0	Heavy Variant
DNL	62	11F/6	AO	9	172	DNL(2)	None	For DN: 16	3.5	Fast Dreadnought (525.1)
DNT	64	14+7	AO	10	174	DN(2)	From DN: 4	For DN: 18	4.5	Special Variant, counts as mauler. Limit one in service (525.82).
FCR	57	2-5[6]■/1-3	AO	4	175	DD(4)	From DD: 1+6	For DD: 4+6	0.75	Carrier Resupply Ship; Light Escort §.
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 §
HD	12	7/4	F&E	6	169	HD(3)	None	Schedule: 5	1.25	CW, Basic Hull §
HDE	24	7■/4■	F&E	6	173	HD(3)	From HD: 1	For HD: 6	1.25	Heavy Escort §
HDP	26	4-7P◆/1-4P	F&E	6	182	HD(3)	From HD: 5	For HD: 10	1.25	Scout, PFT; EW=2
HDS	23	3-7◆/1-4	F&E	6	172	HD(3)	From HD: 3	For HD: 8	1.25	Scout; EW=3 §
HDW	58	6-7(1)/3-4	AO	6	180	HDW(4)	From BDD: 2 + 1 From DD: 3+1†	For BDD: 5+1	1.25	Modular Ship (525.2). § in some modes. Designated HBD in SFB.
HDX	203	11/6	AO	7	182	HD(3)	None	For HD: 11	2.75	X-ship §

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3HV	—	20(6)/11(3) HV+HDE+HDE	F&E	6	174	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
HV	27	7(6)/4(3)	F&E	6	174	HD(3)	From HD: 2+12	For HD: 7+12	1.25	Medium Carrier, no early variants
HVH	27	7(8H)/4(4H)	AO	6	179	HD(3)	From HD: 2+16 From HV: 0+4	For HD: 7+16	1.25	Medium Carrier with heavy fighters
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
MOC	43	10/5	AO	9	174	CM(3)	From CM: 1 From HD: 4†	None	2.0	Command version of CM
PFP	34	0P♦/None	SO	+0	182	Pod	None	(431.22): 6	0.5	PF Tender Pod, limit 2; Scout;
PFT	14	2-5P♦/0-3P	F&E	4	182	DD(4)	From DD: 5	For BD/DD: 8	0.75	(2EW:2AF)(1EW:TugAF)
PTP	CL26	0[P]/None	AO	+0	182	Pod	None	(526.62): 2+ PFs	0.5	Scout, PFT; EW=1
SC	13	2-5♦/0-3 33P(6)/17P(3)	F&E	4	124	DD(4)	From DD: 1	For BD/DD: 4	0.75	PF Transport Pod, cannot operate PFs; limit 2.
4SCS	—	SCS+HDE+2BDE	SO	10	183	Group	Individual Ships	Individual Ships	Ships	Scout; EW=1 §
SCS	20	14P(6)/7P(3)	F&E	10	183	DN(2)	From DN: 5+12 From CVA: 5	For DN: 23+12	4.5	Space Control Ship
SP	CL26	0♦/None	AO	+1	165	Pod	None	(431.22): 5	0.5	Scout pod; (4EW:Tug; 3EW:LTT; 2EW:TG+Pod+SP) (317.53); limit 1.
T-POD	7	0G/None	MA	+0	130	Pod	None	(521.712): 2	0.5	Troop Pod, limit 4.
TG	5	2-8/0-4	F&E	8	129	TG(3)	From BC/CL: 4	For BC: 6	1.5	Basic Hull
VHP	CL26	0[16H]/None	AO	+0	179	Pod	None	(530.62): 2+16	0.5	Heavy fighter resupply pod, limit 1

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3CPC	11	12T/6 8(4)/4(2)	F&E	3	89	PC(4)	From 3PC: 3	For 3PC: 7.5	1.875	Tug (Special Limits); unbreakable group
2BW	—	BW+PCE	F&E	5	170	Group	From 2PC: 3+8	Schedule: 8+8	Ships	Escort Carrier Group
BW	7	4(4)/2(2)	F&E	5	170	PC(4)	From PC: 2+8	For PC: 4.5+8	0.625	Escort Carrier
CA	20	8/4	F&E	8	159	CA(3)	From 2PC: 4	Schedule: 8	2	Basic Hull (CA)
CAW	68	8W/4	AO	8	179	CA(3)	From CA: 2	For CA: 10	2	Web Caster Variant
CC	15	9/4	SO	9	164	CA(3)	From CA: 2	For CA: 9	2.25	Command Variant
CCX	201	11W/6	AO	10	183	CA(3)	From CA: 6 From CAW: 5 From CC: 5	For CA: 11	2.75	X-Ship
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 12-16(12)/6-8(6)	CO	6	179	CW(3)	From CW: 2	For CW: 5	1.25	LTT with commando pack
3CVA	—	CVA+2PCE	F&E	10	173	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group

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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
SC	12	1-4♦/0-2	F&E	3	124	PC(4)	From PC: 1	For PC: 3.5	0.625	Scout, EW=1 \$
SCX	206	4-8♦/2-4♦	AO	6	184	DD(4)	From DD: 3 From PC: 7† From SC: 6†	For DD: 11	2	X-Ship \$; Convert from DD: 5; scout (3EW:4AF); Crippled: 1EW
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 ORION PIRATES										
BC	27	9/5	AO	9	174	BC(3)	From BC?: 2	Schedule: 9	2.25	Basic Hull Type (BC); Lease = 2.25
BCH	17	10/5	SO	10	179	BCH(3)	From BC: 2	Schedule: 10	2.5	Basic Hull Type (BCH); Lease = 2.5
BCS	38	10(3)P/5(1)P	AO	10	180	BCH(3)	From BC: 7+6 From BCH: 5+6 From BCV: 2	For BCH: 15+6	2.5	Battle Control Ship (525.54); Lease = 3.25+
BCV	37	10(6)/5(3)	AO	10	180	BCH(3)	From BC: 3+12 From BCH: 2+12	For BCH: 12+12	2.5	Medium Carrier; Lease = 4
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
BR	13	7/4	F&E	6	167	BR(3)	See (440.4).	Schedule: 5	1.25	CW: Basic Hull; Lease = 1.75 \$
BRE	13R	5-7■/3-4■	CVW	6	169	BR(3)	From BR: 1	For BR: 6	1.25	Heavy Escort; Lease = 1.25 \$
CA	3	8/4	F&E	8	131	CA(3)	See (440.4).	Schedule: 8	2	CA Basic Hull; Lease = 2
CR	2	6/3	F&E	6	126	CR(3)	See (440.4).	Schedule: 6	1.5	CL: Basic Hull; Lease = 1.5 \$
CRE	2R	4-6■/2-3■	CVW	6	169	CR(3)	From CR: 1	For CR: 7	1.5	Heavy Escort; Lease = 1 \$
CRX	202	10/5	AO	7	182	CR(3)	From CR: 6	For CR: 10	2.5	X-Ship \$; Lease = 2.25
3CVL	—	13-18(4)/6-9(2) CVL+CRE+LRE	CVW	6	169	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group; Lease = 4.25
CVL	6	6-8(4)/3-4(2) 14-19(6)/7-11(3) CVS+BRE+DWE	F&E	6	169	SAL(3)	From SAL: 2+8	Schedule: 10+8	2	Medium Carrier; Lease = 1.5
3CVS	—	CVS+BRE+DWE	CVW	6	170	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group; Lease = 5
CVS	16	6-7(6)/3-4(3)	CVW	6	170	BR(3)	From BR: 2+12	For BR: 7+12	1.25	Medium Carrier; Lease = 3
CX	201	14/7	AO	9	183	CA(3)	From CA: 8	For CA: 14	3.5	X-Ship \$; Lease = 3.5
DBR	14	6/3	SO	6	167	DBR(4)	From 2LR: 2	Schedule: 6	1.5	Basic Hull; Lease = 1.5 \$
DCR	31	9/5	AO	8	172	DCR(3)	From 2CR: 2	Schedule: 9	2.25	Basic Hull; Lease = 2.25
DW	18	5/3	F&E	5	173	DW(4)	From DW?: 1	Schedule: 3.5	0.875	Basic Hull; Lease = 1.25 \$
DWE	18R	3-5■/1-3■	CVW	5	173	DW(4)	From DW: 1	For DW: 4.5	0.875	Light Escort; Lease = 0.75 \$
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 \$
DWV	32	5(4)/3(2)	AO	5	176	DW(4)	From DW: 2+8	Schedule: 5.5+8	0.875	Escort Carrier; Lease = 2.25
FCR	33	3-4[6]■/1-2	AO	3	172	LR(4)	From LR: 1+6	For LR: 4+6	0.75	Carrier Resupply Ship; Lease = 1.75 \$
HDW	34	6-7(1)/3-4	AO	5	181	HDW(4)	From DW: 2+1	For DW: 5+1	1.25	Modular Ship (525.2); Lease = 1.75
LR	7	4/2	F&E	3	128	LR(4)	See (440.4).	Schedule: 2.5	0.625	Battle Group \$ in some modes FF: Basic Hull; Lease = 1 \$
LRE	7R	3-4■/1-2■	CVW	3	169	LR(4)	From LR: 1	For LR: 3.5	0.625	Light Escort; Lease = 0.75 \$
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 \$

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
LVS	39	6-8(6)/3-4(3)	AO	6	169	SAL(3)	From SAL: 3+12	For SAL: 11+12	2	Medium Carrier (Improved); Lease = 3
LX		7/4	AO	4	182	LR(4)	From CVL: 1+4	For LR: 8	2	X-Ship; Lease = 1.75
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+
SAL	4	6-8/3-4	SO	6	149	SAL(3)	From CVL: 2	Schedule: 8	2	(2EW:2AF)(1EW:4AF)
SAX	203	10/5	AO	7	184	SAL(3)	From SAL: 4	For SAL: 10	2.5	Base Hull Type; Lease = 1.5
							From LVS: 5			X-Ship; Lease = 2.5
							From CVL: 6+4			Space Control Variant, Scout; Lease = 3+ (2EW:2AF)(1EW:6AF)
SGS	40	6-8(6)P♦/3-4(3)P	AO	6	180	SAL(3)	From SAL: 6+12	For SAL: 13+12	2	Base Hull Type; Cargo = 5EP; Lease = 0.5 \$
SLV	5	2-4/1-2	AO	3	128	SLV(4)	From Variant: 1	Schedule: 3	0.75	Commando ship; Lease = 0.25 \$
VIK	8	1-4G/0-2	MA	3	128	SLV(4)	From SLV: 2	For Any: 3	0.75	
709.S HYDRAN KINGDOM										
AH	13	3-4■/2■	F&E	3	F169	FF(4)	From FF: 1	For HN: 3.5	0.625	Light Escort \$
A-Pallet	25	OGG/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.
BTX	202	18(9HP)♦/9(5HP)♦	AO	10	182	BATS (2)	From BATS: 18+6	—NA—	0.0	X-unit; see EW Chart; has X-Stingers.
							From MB: 17+18			
CAT	53	2-7G(1)/1-4G	MA	6	172	CW(3)	From HR: 2	For CW: 5+1	1.25	Commando ship \$
							From TR: 2+1			
CHY	62	7-8(3)/4(1)	AO	8	176	NCA(3)	From MHK: 3	For MHK: 6+3	1.5	Base Hull; unique ship (525.318)
CR	41	5/2	F&E	4	157	FF(4)	From IRQ: 3+3	For FF: 3.5	0.875	Command Variant \$
CJ	7	4/2	F&E	3	157	FF(4)	From FF: 2	Schedule: 2.5	0.625	Base Hull (Hellbore-FF) \$
		13-22(14)/7-11(7)					See Individual	See Individual		
4CV	—	CV+DE+2AH	F&E	8	F170	Group	Ships	Ships	Ships	Heavy Carrier Group
							From RN: 2+18			Heavy True Carrier; single oversized
CV	15	3-8(11)/1-4(6)	F&E	8	F170	CA(3)	From DG: 2+20	For CA: 10+22	2.0	squadron.
							See Individual	See Individual		
2CVE	—	5-8(3)/3-4(2)	CWV	5	174	Group	Ships	Ships	Ships	Escort Carrier Group
							From FF: 2+6	For FF: 4.5+6	0.625	Escort True Carrier
CVE	46	2-4(3)/1-2(2)	CWV	5	174	FF(4)	See Individual	See Individual		
		12-20(13)/8-11(6)					Ships	Ships	Ships	Medium Carrier Group
3CVM	—	CVM+NEC+DWE	CWV	6	176	Group	From HR: 2+15			
							From TR: 2+18			
							From NCV: 1+6	For CW: 7+18	1.25	Medium True Carrier; one oversized
CVM	47	2-7(9)/1-4(5)	CWV	6	176	CW(3)	From LN: 2			squadron.
							From KN: 2+2	For DD: 6+2	1.5	Scout; see (525.323); EW=2. \$
DDS	71	2-6(2)♦/1-3(1)	AO	4	171	DD(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
DDP	72	1-6(1)P◆/0-3P	AO	4	180	DD(4)	From DDS: 3 From LN: 5 From KN: 5+1	For DD: 9+1	1.5	PF Tender, scout; first conversion at no cost (525.315); EW=2
DE	16	4-6(3)■/2-3(1)■	F&E	4	F169	DD(4)	From LN: 1+1 From KN: 1+3	For DD: 5+3	1.5	Heavy Escort §
DG	8	9-8(2)/4(1)	F&E	8	157	CA(3)	From RN: 3	Schedule: 8+2	2.0	Base Hull (Hellbore)
DGX	203	12(2▲)/6(1)	AO	9	183	CA(3)	From DG: 5+3 From DWF: 1	For DG: 12+5	3.0	X-ship
DWE	79	5-6(1)■/3■	CVW	5	173	DW(4)	From DWH: 1+1 From HN: 2+1† From AH: 2+1	For DW: 5+1	1.0	Light Escort §
DWF	74	5-6(1)/3	SO	5	173	DW(4)	From DWH: 2+1 From HN: 2+1	Schedule: 4+1	1.0	Base Hull (Fusion-DW) §
DWG	Future	3-6G/2-3	MA	5	173	DW(4)	From DW: 2 From FF: 3† From HNG: 2	For DW: 4	1.0	Commando ship §
DWH	77	6/3	SO	5	173	DW(4)	From DWF: 2 From CU: 2	Schedule: 4	1.0	Base Hull (Hellbore-DW) §
DWS	78	3-6(1)◆/2-3(0)	AO	5	173	DW(4)	From DWF: 2 From DWH: 2+1 From FF: 3+1† From SC: 3+1	For DW: 6+1	1.0	Scout; EW = 2 §
DWW	76	5-6(4)/2-3(2)	AO	6	173	DW(4)	From DWH: 2 + 8 From DWF: 2 + 7 From FF: 3 + 8† From CVE: 2+2	For DW: 6+8	1.0	Escort True Carrier
FCX	69	2-6(9)■/1-3	AO	3	181	DW(4)	From DW: 1+9(X)	For DW: 4+9(X)	1.0	Carrier Resupply ship with X-Fighters; light escort; Not an X-ship. §
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.
FCR	69	2-4(6)■/1-2	AO	3	168	FF(4)	From FF: 1+6	For FF: 3.5+6	0.625	Carrier Resupply ship; light escort §
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.
HDW	80	5-7(3)/3-4(1)	AO	6	181	HDW(4)	From DWF: 2 + 2 From DWH: 3 + 3 From HN: 3 + 3† From CU: 4 + 3†	For DW: 5+3	1.25	Modular Ship (525.2)
HN	6	3-4/2	F&E	3	133	FF(4)	From CU: 1	Schedule: 2.5	0.625	Battle Group § in some modes.
HNG	66	1-4G/0-2	MA	3	137	FF(4)	From FF: 2	For HN: 2.5	0.625	Base Hull (Fusion-FF) §
HR	10	5-7(3)/4(1)	F&E	6	167	CW(3)	From TR: 3+3	Schedule: 5+3	1.25	Commando ship §
IC	84	5-12(20)/2-6(10)	F&E	10	171	DN(2)	From PAL: 6+32	For PAL: 20+40 See (525.316)	4.0	Base Hull (Fusion-CW) § Heavy True Carrier, Paladin hull; one standard squadron and one oversized squadron.

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
4ID	—	20-26(15)/11-13(7) ID+DE+2AH	F&E	10	173	Group	From PAL+DD+2FF: 5 + 19	See Individual Ships	Ships	Heavy Carrier Group
ID	42	10-12(12)/5-6(6)	F&E	10	173	DN(2)	From PAL: 2+18	For PAL: 18+24	4.0	Heavy True Carrier
IRQ	60	8(1)/4	SO	8	175	NCA(3)	From TR: 3+1	Schedule: 6+1	1.5	Base Hull (Hellbore NCA)
KN	9	6/3	F&E	4	157	DD(4)	From MHK: 3	Schedule: 6	1.5	Base Hull (Hellbore DD) §
KNX	205	9/5	AO	5	184	DD(4)	From LN: 3	For CW/DD: 9	2.25	X-ship §
LB	30	10-9(2)/5(1)	F&E	9	161	CA(3)	From KN: 5	From DG: 2	2.25	Command Variant
LBX	201	13(2▲)/7(1)	AO	10	184	CA(3)	From LC/LM: 3	For "CC": 9+2	3.25	X-ship, Command variant
LC	40	7-9(3)/5(1)	AO	9	133	CA(3)	From LB: 5+3	For CC: 13+5	2.25	Command Variant
LGE	82	9-11(6)/F(6/3)	AO	9	168	DNL(2)	From RN: 2	For CC: 7+3	3.5	Fast Dreadnought (525.1)
LM	19	8-9(3)/5(1)	F&E	9	159	CA(3)	From RN: 2	For PAL: 16+6	2.25	Command variant
LN	3	4-6(2)/3(1)	F&E	4	133	DD(4)	From LB: 3+1	For "CC": 8+3	1.5	Base Hull (Fusion Destroyer) §
LNG	65	2-6G(1)/1-3	MA	4	137	DD(4)	From LC: 1	Schedule: 4+2	1.5	Commando variant of Lancer §
LNH	73	5-7(3)/3-4(1)	AO	5	172	DD(4)	From KN: 3+2	For DD: 4+1	1.5	Modular Ship (525.25)
LNx	204	7-9(3)/3-5(1)	AO	5	182	DD(4)	From LN: 2	For DD: 6+3	2.25	Battle Group § in some modes.
4LP	—	25-31P(13)/ 13-16P(5) LP+NEC+DE+DWE	CWV	10	F180	Group	From LN: 2+1	For DD/CW: 9+6		X-ship §
LP	54	11-12P(6)/5-6P(3)	F&E	10	F180	DN(2)	From LN: 5+4	Individual Ships	Ships	Space Control Group
LTT	38	3-7(2)/0-4(1)	SO	6	171	CW(3)	From ID: 5	For PAL: 21+12	4.0	Space Control Ship, True Carrier
MHK	61	6-8(4)/3-4(2)	SO	8	175	NCA(3)	From HR: 3	For CW: 5+2	1.25	Light Tactical Transport
3NCV	—	11-18(9)/6-10(4) NCV+NEC+AH	F&E	6	173	Group	From TR: 3+2	Schedule: 6+4	1.5	Base Hull (Fusion NCA)
NCV	33	3-7(6)/1-4(3)	F&E	6	173	CW(3)	From HR: 3+1	See Individual Ships	Ships	Medium Carrier Group
NEC	34	5-7(3)■/3-4(1)■	F&E	6	173	CW(3)	From 2CW+FF: 4+	For CW: 7+12	1.25	Medium True Carrier
NPF	37	3-7P◆/1-4P	F&E	6	180	CW(3)	From HR: 1	For CW: 6+3	1.25	Heavy Escort §
NSC	36	2-7(3)◆/0-4(1)	F&E	6	172	CW(3)	From TR: 1+3	For CW: 10	1.25	PF Tender, Scout (EW=2)
OM	56	11-10P(6)/5P(3)	AO	10	182	BCH(3)	From CW: 5	For CW: 8+3	1.25	Scout; EW =3 §
							From TR: 3+3	For CC/DN	2.5	Battle Control Ship (525.54)
							From OV: 5+9	/CVA/SCS: 15+12		
							From OS: 2			

Designation	SFB Ref #	Factors On Counter	Product	Cmd (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
OS	57	11-10(9)/5(4)	AO	10	181	BCH(3)	From OV:2+15	For CC/DN		Medium True Carrier
OV	43	11-10(3)/5(1)	F&E	10	180	BCH(3)	None	For CC/DN: 10+3	2.5	Base Hull (BCH)
PAL	4	11-12(6)/6(3)	F&E	10	169	DN(2)	See (440.4)	Schedule: 16+6	4.0	Base Hull (DN)
PFP	28	0P◆/None	SO	+0	179	Pallet	None	(431.22): 6	0.5	PF Tender Pallet; Scout; (EW=2); max two in service.
PFT	12	3-7P◆/0-4P	F&E	6	180	PGS(3)	From PGS: 5	For DD: 11	1.75	PF Tender, Scout (EW=2)
PGC	CL25	7(3)/4(1)	AO	6	172	PGS(3)	From PG?: 3	For DD: 7+3	1.75	Light cruiser variant of Pegasus §
PGF	CL25	3-7(2)◆/1-4(1)	AO	10	172	PGS(3)	From PG?: 3	For DD: 8+2	1.75	Flagship-scout Pegasus, EW=2 §
PGG	CL25	3-7◆GG/1-4G	AO	6	172	PGS(3)	From PG?: 3	For DD: 7	1.75	Commando-scout Pegasus, EW=2 §
PGS	CL22	3-7◆/0-4	AO	6	160	PGS(3)	From PG?: 2	For DD: 7	1.75	Scout variant of Pegasus; EW=2 §
PGV	90	4-7(6)/2-4(3)	AO	6	172	PGS(3)	From PG?: 3+12	For DD: 8+12	1.75	Carrier Variant of Pegasus
PTP	CL26	0[PP]/None	AO	+0	180	Pallet	None	(526.62): 2+ PFs	0.5	PF Transport Pallet; cannot operate PFs; Max 2 in service.
REG	81	13-14(6)/7(3)	AO	10	180	DN(2)	From DN: 2	Schedule: 18+6	4.5	Heavy Variant
RN	2	6-8(4)/4(2)	F&E	8	133	CA(3)	From DG: 3+2	Schedule: 6+4	2.0	Base Hull (Fusion CA)
RNX	202	9-12(7)/5-6(4)	AO	9	182	CA(3)	From RN: 6+10	For RN: 10+14	3.0	X-ship
SBX	201	54(12)PP◆/	AO	11	182	SB(1)	From SB: 24+12	—NA—	0.0	X-unit; see EW Chart; has X-Stingers.
SC	5	2-4◆/0-2	F&E	3	133	FF(4)	From BTX: 45+24	For FF: 3.5	0.625	Scout; EW=1 §
SCX	206	4-9(3)◆/2-5(1)◆	AO	5	184	DD(4)	From DDS: 6+4	For DD/CW 12+6	2.25	Convert from LN: 8+4; from KN 8+6 X-Scout; EW=3 (Crippled EW = 1) §
SD	42	10-12(8H6)/5-6(4H3)	AO	10	178	DN(2)	From LNX: 3+0	For PAL: 18+28	4.0	Heavy True Carrier with heavy fighter squadron and standard squadron
SP	CL26	0◆/None	AO	+1	165	Pallet	From ID: 0+4	(431.22): 4	0.5	Scout Pallet, (4EW:TG)(3EW:LTT); (317.51)- (317.53); max 2 in service.
TG	20	3-8(2)/0-4(1)	F&E	8	139	CA(3)	None	For CA: 6+2	1.5	Tug
THR	67	8F(2)/4(1)	AO	8	167	CA(3)	From RN/DG: 4	For CA: 10+2	2.0	Fast Cruiser (525.1)
TR	11	7/4	F&E	6	168	CW(3)	From RN/DG: 3	Schedule: 5	1.25	Base Hull (Hellbore-CW) §
4UH	—	12-20(11)/7-10(5)UH+DE+2AH	F&E	6	F169	Group	From HR: 3	See Individual Ships	Ships	Medium Carrier Group
UH	17	2-6(8)/1-3(4)	F&E	6	F169	DD(4)	From 2DD+2FF: 5+ Fighters	For DD: 8+16	1.5	Medium True Carrier; one oversized squadron.
VP	27	0(6)/None	SO	+1	164	Pallet	From LN: 2+14 From KN: 2+16 From DE: 2+13	(431.22): 2+12	0.5	Carrier Pallet for tug or LTT; max 2 in service.
VHP	CL26	0[16H]/None	AO	+0	Y178	Pallet	None	(530.62): 2+16	0.5	Heavy fighter transport pallet; max 2 in service.

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
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.
BC	3	10/5	F&E	10	167	BC(3)	From CL: 6	Schedule: 10	2.5	Base Hull Type (BC)
BCH	36	11/5	F&E	10	180	BC(3)	From CL: 6 From BC: 1	For BC/DN: 11	2.75	Heavy Variant
BCP	36R	11P/5P	AO	10	180	BC(3)	From BCH: 3 From BC: 4 From CL: 8†	For BC/DN /CVA/SCS: 14	2.75	True PFT variant of BCH (525.41)
BCS	50	11P(3)/5P(1)	AO	10	181	BC(3)	From BCV: 2 From BCP: 2+6 From CL: 10+6†	For BC/DN /CVA/SCS: 14+6	2.75	From BCH: 5+6; From BC: 6+6; Battle Control Ship (525.54)
BCV	49	11(6)/5(3)	AO	10	180	BC(3)	From BCH: 2+12 From BC: 3+12 From CL: 8+12†		2.75	Medium Carrier (525.53), conjunctural (513.4)
BP+	17	4/None	F&E	+2	149	Pallet	None.	For BC/DN: 13+12 (431.22): 4	1	Battle Pallet, limit 2, tugs only
CA	4	8/4	F&E	9	119	CA(3)	(440.4)+(433.25)	Schedule: 8	2	Base Hull Type (CA)
CC	30	9/5	F&E	9	119	CA(3)	From CA: 1	For CA: 9 (Y180+)	2.25	Command Variant
CCX	201	12/6	AO	10	182	CA(3)	From CC: 5	For CA: 12	3	X-Ship; convert from CA: 6
CF	56	7-8F/4	AO	8	165	CA(3)	From CA: 3	For CA: 10	2	Fast Cruiser (525.1)
CL	5	6/3	F&E	6	119	CL(3)	See (440.4)+(433.25)	For CA/CW: 6 (One sub per turn)	1.5	Base Hull Type (CL) §
4CV	—	23(6)/12(3) CV+CWE+2FFE	F&E	9	172	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group (515.21)
CV	12	8(6)/4(3)	F&E	9	172	CA(3)	From CA: 2+12	For CA: 10+12	2	Heavy Carrier (515.21)
4CVA	—	30-31(12)/18(6) CVA+CWE+2DWE	SO	10	175	Group	Individual Ships	Individual Ships	Ships	Heavy Carrier Group, Conjunctural (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, conjunctural (513.41) Convert from CA: 7+24†
CVH	22	4-7(8H)/2-4(4H) 17-20(6)/9-11(3) CVL+CWE+DWE	AO	6	F178	CW(3)	From CW: 2+16 From CVL: 0+4	For CW: 7+16	1.25	Medium Carrier with heavy fighters Convert from DD: 4+16†
3CVL	—		F&E	6	171	Group	Individual Ships	Individual Ships	Ships	Medium Carrier Group
CVL	22	4-7(6)/2-4(3)	F&E	6	171	CW(3)	From CW: 2+12 From DD: 4+12†	For CW: 7+12	1.25	Medium Carrier
CW	13	7/4	F&E	6	164	CW(3)	From DD: 3	Schedule: 5	1.25	Base Hull Type (CW) §
CWE	24	7■/4■	F&E	6	171	CW(3)	From CW: 1 From DDE: 3	For CW: 6	1.25	Heavy Escort §; convert from DD: 3† Commando Variant §
CWG	44	3-7G/2-4G	MA	6	171	CW(3)	From CW: 2 From DDG: 3	For CW: 5	1.25	Convert from DD: 4† Scout; (3EW:2AF)(1EW:4AF) §
CWS	27	4-7♦/1-4	F&E	6	172	CW(3)	From CW: 3 From DD: 5†	For CW: 8	1.25	Minor conversion from SC: 4

Designation	SFB Ref #	Factors On Counter	Product	Cmd (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
CWX	202	10/5	AO	7	183	CW(3)	From DDX: 4	For CW: 10	2.5	X-Ship \$; convert from DD: 6
DD	6	5/3	F&E	4	119	DD(4)	See (440.4)+(433.25)	For DW: 5 (One sub per turn)	1.25	Base Hull Type (DD) \$
DDE	72	5/3	AO	4	171	DD(4)	From DD: 1	For DD: 6	1.25	Light Escort \$
DDG	55	3-5G/2-3	MA	4	123	DD(4)	From DD: 2	For DD: 5	1.25	Commando Variant of DD \$
DDX	205	7/4	AO	6	183	DD(4)	From DD: 5	For DW: 7	1.75	X-Ship \$
DN	2	12/6	F&E	10	168	DN(2)	From CA or CC: 6	Schedule: 16	4	Base Hull Type (DN)
DND	53	6/3	AO	5	170	DND(4)	None.	See (525.326): 4	1	Unique Ship (525.326) \$
DNL	63	11F/6	AO	9	168	DNL(2)	From CA/CC: 6	For DN: 16	3.5	Fast Dreadnought (525.1)
DNH	62	14/7	AO	10	180	DN(2)	From DN: 2	Schedule: 18	4.5	Heavy Variant; convert from CA: 8
DNP	2R	12P/6P	AO	10	179	DN(2)	From DN: 3	For DN: 19	4	True PFT variant of DN (525.42)
DW	14	6/3	F&E	5	164	DW(4)	From CA: 8† From FF: 3	Schedule: 4	1	Base Hull Type (DW) \$
DWE	39	6/3	F&E	5	171	DW(4)	From DW: 1	For DW: 5	1	Light Escort \$; convert from FF: 3†
DWG	Future	4-6G/2-3	AO	5	171	DW(4)	From DW: 2	For DW: 4	1	Commando Variant \$
DWS	41	4-6/0-3	F&E	5	167	DW(4)	From DW: 2	For DW: 6	1	Scout (2EW:2AF)(1EW:4AF) \$
DWV	57	4-6(4)/2-3(2)	AO	6	172	DW(4)	From FF: 4† From DW: 2+8	For DW: 6+8	1	Escort Carrier, convert from FF: 4+8†
DWX	203	8/4	AO	6	183	DW(4)	From FF: 6	For DW: 8	2	X-Ship \$
FOR	58	2-4[6]/1-2	AO	3	171	FF(4)	From FF: 1+6	For FF: 3.5+6	0.625	Carrier Resupply Ship; Light Escort \$
FF	7	4/2	F&E	3	119	FF(4)	(440.4)+(433.25)	Schedule: 2.5	0.625	Base Hull Type (FF) \$
FFE	11	4/2	F&E	3	171	FF(4)	From FF: 1	For FF: 3.5	0.625	Light Escort \$
HDW	59	6-7(1)/3-4	AO	6	180	HDW(4)	From DW: 2+1 From FF: 4+1†	For DW: 5+1	1.25	Modular Ship (525.2) \$ in some modes
JGP	61	7/4	AO	6	163	JGP(3)	From CL: 3	For CW: 7	1.75	Modular Ship (525.24) \$
KBP	37D	2/None	SO	+2	166	Pod	None.	(431.22): 2	0.5	Klingon-Type Battle Pod, max 2 in service
KPTP	CL26	0[P]/None	AO	+0	179	Pod	None.	(526.62): 2+PFs	0.5	K-type spare PF Transport Pod, max 4 in service
KSP	CL26	0/None	AO	+0	168	Pod	None.	(431.22): 3	0.5	Scout Pod, K(LTT)-type, EW=2 (0 if tug or LTT is crippled); max 2 in service; cannot be used by Klingons
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

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
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)
PFT	10	2-5P♦0-3P	F&E	5	F178	DD(4)	From DD: 5	For DD: 10	1.25	Scout, EW=1, PF Tender
PFW	28	4-7P♦1-4P	F&E	6	F178	CW(3)	From CW: 5 From PFT: 3	For CW: 10	1.25	Scout, (2EW:1AF)(1EW:4AF), PFT; Convert from DD: 7†
PTP+	CL26	0[PP]None	AO	+0	179	Pallet	None.	(526.62): 2+PFs	1	PF Transport Pallet; max 1 in service.
SC	9	2-5♦0-3	F&E	4	119	DD(4)	From DD: 2	For DD: 7	1.25	Scout, EW=2\$
SCP+	54	0(6)P♦0P	AO	+1	Y179 (526.61)	Pallet	None.	(431.22): 8+12	1.5	Space Control Pallet; Double-weight; Scout; (2EW:2AF)(1EW:TugAF); Maximum of one in service
4SCS	—	31P(6)/16P(3) SCS+CWE+2DWE	F&E	10	179	Group	Individual Ships	Individual Ships	Ships	Space Control Group
SCS	29	12P(6)/6P(3)	F&E	10	179	DN(2)	From DN: 5+12 From CVA: 5	For DN: 21+12	4	Space Control Ship; Convert from CA: 9+12†, From CV: 8†
SCX	204	4-9♦2-5♦	AO	6	184	DW(4)	From FF: 8 From DWX: 3	For DW: 10	2.25	X-Ship \$; Scout; (3EW:2AF)(1EW:4AF)(1EW:crippled)
SP+	CL26	0♦0	AO	+1	168	Pallet	None.	(431.22): 5	1	Scout Pallet, EW=4; see (317.53); max one in service
STJ	43	7+1/4	SO	6	171	CW(3)	From CW: 4 From DD: 6†	For CW: 7	1.25	Mauler variant of CW
STL	65	12+1/6	AO	10	173	DN(2)	From CA: 10† From DN: 5	For DN: 18	4	Mauler variant of DN (525.327); Maximum of one in service
STT	21	10+1/4	F&E	8	170	CA(3)	From STT: NA From CA: 5	For CA: 10	2	Mauler variant of CA
TGC	16	8/4	F&E	8	124	TG(3)	From CA: 4 From TGP: 3	For CA: 8	2	Base Hull Type; Tug
TGP	15	4-8/2-4	F&E	6	124	TG(3)	From CA: 4	For CA: 6	1.5	Base Hull Type; Tug
VHP	CL26	0[8H]None	AO	+0	F178	Pod	None.	(530.225): 2+8	0.5	Heavy Fighter transport pod (K-type); max one in service
VP+	35	0(6)None	SO	+1	171	Pallet	None.	(431.22): 2+12	1	Medium Carrier Pallet, Max 2 in service, Tugs only

NOTES ON SHIP INFORMATION TABLES: Designations are in alphabetical order and are those used on counters. **SFB Ref #** is the rule number from Star Fleet Battles. Many new units that resulted from work on AO will be published in Captain's Log #26 and in later modules. **Product** is where the unit was first published for this game system, including F&E (the core game), CVW (Carrier War), SO (Special Operations, part of Combined Operations), MA (Marine Assault, part of Combined Operations), or AO (Advanced Operations, this product). **Command** rating is used in various F&E rules. **Date Avail** is the earliest the unit can be built in F&E. **Base hull** references the source of the variants; **Size** is the SFB size class (which is used in various F&E rules). **Conversion cost** shows those allowed in the game system and how much they cost. The symbol † indicates a legal "double conversion". Due to space limits, some rarely-used conversions are listed in the Notes column. **Build Cost** shows what the unit costs to produce and what it can be substituted for on the production schedule. **Salvage** is the amount received if the ship is destroyed; note that these numbers are correct but do NOT match previously published rules which are now void. **Notes and Special Cases** indicate various rules; scout EW ratings, some rare conversions, shock ratings, and other information. Note that many different styles and formats [e.g., FF Basic Hull, Base Hull Type (FF)] are used interchangeably; these might be standardized in a future product. Shock ship data reflects the new rules for non-maulers (damaged only on a roll of 12 on two dice). Data on Advanced Operations SIT replaces that in F&E, Carrier War, Marine Assault, and Special Operations.

(105.0) ADVANCED OPERATIONS SEQUENCE OF PLAY

Each Player Turn consists of the following steps, which must be completed in the precise order given. Each step must be completed by the Phasing Player (the Non-Phasing Player may perform some functions in Phases 3, 4, 5 and 6) before proceeding to the next step.

PHASE 1: ECONOMICS

- 1A: Both players conduct first check to evaluate supply status for combat (410.22).
- 1B: Phasing Player determines the total number of survey points generated (505.21); add effect of survey Prime Team (522.4-4).
- 1C: Phasing Player determines the total number of Economic Points (430.1) and XTPs (523.12).
- 1D: Phasing Player may transfer EPs from a newly connected partial supply grid to the main grid (413.44).
- 1E: Phasing Player removes Reserve markers placed on the previous turn (507.1).
- 1F: Phasing Player determines if Admirals are removed from play (316.229).
- 1G: Phasing Player declares roles for tugs (509.32).
- 1H: Phasing Player designates Expeditionary Fleets (411.7).
- 1J: Phasing Player purchases and/or designate support lines for specific homeless ships (410.56).

PHASE 2: SHIPYARD

PHASE 2A: REPAIR

- 2A1: Phasing Player evaluates supply status for repairs (410.23).
- 2A2: Phasing Player allocates Economic Points to repair damaged ships/units waiting at bases/FRDs (420.2).
- 2A3: Phasing Player repairs bases/SIDS (420.6).
- 2A4: Phasing Player flips repaired units back over to full strength (420.52).

PHASE 2B: PRODUCTION

The Phasing Player may complete the following:

- 2B1: Activate mothballed units (434.0).
- 2B2: Phasing Klingon/Kzinti player may form 77th PF (513.21) or 23rd Fi-Con (513.31) Divisions (but not before Spring Y181).
- 2B3: Receive new units and assign site where they were built (431.0); conversions are also done in this step (433.0); upgrade bases (433.41) and PDUs (433.42).
- 2B4: Replace fighters (501.5), PFs (502.43), and GCEs (521.22) if in supply; place initial deployment PFs (502.6) if applicable.
- 2B5: Convert modular ships at SBs to new missions (433.432).
- 2B6: Redeploy eligible admirals (316.33); replace admirals as required (316.32)(316.142).
- 2B7: Assign missions: new tugs (509.35); raiders (314.11).
- 2B8: Phasing Klingon player may roll for Swarm (514.1); deploy Swarm at Capital if applicable.
- 2B9: Federation player designates replacement squadron locations of special fighters (F-14s/F-15s) (502.95).
- 2B10: Authorized players conduct Battleship Construction, selecting one of the options under (436.2).

PHASE 3: OPERATIONS

PHASE 3A: RAIDS

- 3A1: Move all raiding ships to raid target hexes (314.21).
- 3A2: Target race may use reaction movement to respond to raids (314.241) OR may call up, if eligible, police ships to fight raiders (314.243), but not both.
- 3A3: Target race declares which ships will fight the raider (314.251).
- 3A4: Raiding ships and reacting units conduct one round of single combat (314.244). See (317.773) for cases under which this might become multiple rounds.
- 3A5: Raiders crippled or forced to disengage are returned to raiding pool (314.244).
- 3A6: Reacting ships forced to disengage must do so (314.244).
- 3A7: Record disrupted locations from raiding (314.27) or conduct alternate (314.28) if eligible.
- 3A8: Return raiders to raiding pool (314.273).
- 3A9: Phasing player may remove any ships from raiding pool that did not raid or any that were crippled during the current raiding phase (314.12).

PHASE 3B: OPERATIONAL MOVEMENT

- 3B1: Evaluate Operational Movement supply status (410.21).
- 3B2: Phasing Player moves ships and units within limitations of the rules; modular ships may be reconfigured by giving up movement and economic points [Romulan Modular Ships (433.432); HDWs (525.222)].
- 3B3: Eligible Non-Phasing Player units may use Reaction Movement during this step (205.0).

PHASE 4: RESERVE MOVEMENT

- 4A: Non-Phasing Player can move his designated Reserve Fleets (203.7).
- 4B: X-Ships can react to reserve movement (523.222).

PHASE 5: COMBAT

Each hex in which both players have units becomes a Battle Hex. Phasing player selects a battle hex and combat within that hex is completely resolved (using the steps below); repeat these steps for every battle hex until all combat is resolved (302.9).

PHASE 5 - STEP 1: WITHDRAWAL BEFORE COMBAT (302.1)

- 5-1A: Non-Phasing Player announces if he will withdraw (302.11).
- 5-1B: Phasing Player announces if he will oppose withdrawal (302.11).
- 5-1C: Non-Phasing Player conducts withdrawal [unopposed (302.12); opposed (302.13)] using retreat procedures in Step-7 below. See withdrawing X-ships (523.36) and F-ships (525.133).
- 5-1D: Non-Phasing Player selects flagship of non-withdrawing force; this unit MUST serve as flagship in the first combat round (302.133).
- 5-1E: Non-Phasing Player's cloaked ships can try to evade (306.1). If the chosen flagship successfully uses cloaked evasion (306.1) in Step 5-1D then a new flagship must be chosen from any of the eligible units that failed to evade.
- 5-1F: If all defending units withdraw from the hex then the battle hex is resolved, return to start of combat procedures. If withdrawing forces contain crippled units, then attacker may choose to pursue using Step-8 below. If any opposing units remain in the hex then resolve combat using steps below.

PHASE 5 - STEP 2: ACTION WITH BASES (302.2)

(If no base or base-like unit (302.211) is present, then go to Phase 5 - Step 3.)

5-2A: APPROACH BATTLE

5-2A1: Attacker may use cloaking device to avoid approach battle (306.3), if so move to step 3 and include the base. Attacker may not use (306.2) in this Battle Hex.

5-2A2: Attacker offers approach battle (mandatory on first round) (302.22).

5-2A3: Defender accepts or rejects approach battle; if rejected move to 5-2B, if accepted move to 5-3 but do not include the base.

5-2A4: Approach Battle is fought using combat steps below.

5-2B: BASE BATTLE

5-2B1: Attacker exercises option to retreat before combat at base (302.23); if attacker retreats then proceed to Step-7.

5-2B2: Conduct base battle using combat steps below; see exception for Capital Assaults (511.5).

PHASE 5 - STEP 3: BATTLE FORCE DETERMINATION (302.3)

5-3A: Both players conduct second check to evaluate supply status for combat (410.22).

5-3B: Available forces are organized (302.31).

5-3C: Players secretly establish carrier and carrier-like escort groups (515.15). These cannot be changed until the retreat phase.

5-3D: Players secretly select flagships (302.32) based on eligible Command Ratings (302.33). Use command points (first round only) to increase command limits (308.9). The presence of an admiral on a flagship in the battle force increases that ship's command rating.

5-3E: Players secretly select units to be in Battle Force, including drone bombardment ships, escorts, FEGs, CVEGs and Battle Groups; admirals can transfer (316.144). Players may also purchase and assign one GCE to a ship (521.81). Players assign Prime Teams (522.34) and missions. Designate units that are "in the web" (512.31). See (302.36) regarding minimum battle force requirements.

5-3F: Battle Force deployments are announced; designate unit receiving Formation Bonus (308.7) and Scout Bonus (308.53). Designate uncrippled ships to tow crippled units from web (512.32). Reveal use of Command Points (308.92) and Drone Bombardment (309.0); all done simultaneously.

5-3G: Resolve honor duel with penal ship (528.43) using single combat (310.0) if challenged; apply outcome of honor duel (528.431) to upcoming battle force.

5-3H: If applicable, resolve combat using single combat (310.0) or Advanced small combat (318.7).

PHASE 5 - STEP 3X: BATTLE INTENSITY (302.3X)

5-3X1: If fighting retreat, then set Battle Intensity Ratings of 0 for the retreating force and 10 for the blocking force (302.772).

5-3X2: Each player selects a Battle Intensity Rating (304.1). Attacker may raise intensity after a fourth combat round involving non-ship units (304.5). See exceptions for fighting retreats (302.771) and non-mobile defenses (304.4).

5-3X3: Offensive use of Cloaks (306.2) is resolved.

5-3X4: Determine Variable Battle Intensity (304.3).

PHASE 5 - STEP 4: DAMAGE DETERMINATION (302.4)

5-4A1: Assign SWAC missions (518.4).

5-4A2: Secretly make choices for variable EW units, SBs, and BATS; reveal these simultaneously. Calculate EW shift [(313.21) or (308.51)].

5-4A3: Adjust EW for X-Ships within the battle force (523.38).

5-4A4: X-bases select their electronic warfare status after the enemy has revealed its EW choices (523.44).

5-4A5: Players identify units that are eligible to participate in troop assaults (521.3) during this round.

5-4A6: Phasing Player announces intention to use SAF against fixed units (520.4).

5-4A7: SFGs attempt to freeze enemy units (312.20) or friendly units (312.28).

5-4A7A: Declare number and identity of SFG attempts (312.221).

5-4A7B: Roll and determine each attempt on SFG Chart (312.222).

5-4A7C: If random result occurs, select random targets (312.232): SFG player select 3 valid targets; Defender selects 3 valid targets; roll die to determine random ship.

5-4A7D: If a breakdown roll occurs at any time during this process then all attempts are nullified for this round (312.223).

5-4A7E: If a unit producing EW points is frozen, the EW shift is recalculated (312.211).

5-4B: Shock ships (other than maulers) announce factors they will use (311.2).

5-4C1: Calculation of Combat Potential. Note possible effects of SWACs on drone bombardment (518.42), SWAC protection (518.33) and (518.36), and/or results from honor duel (528.431).

5-4C2: Announce use of captured ships to gain +1BIR (305.211).

5-4C3: Players roll die to determine Damage Coefficient (302.42); initially deployed admirals reveal their effectiveness (316.22). See (308.6) for combining die roll modifiers.

5-4C4: Determine Combat Damage Result based on BIR, die roll, and any shifts (e.g., EW, Wild SWAC).

5-4D: Remove captured ships used to gain BIR benefit (305.211) and attrition units as a result of X-Ship combat (523.32).

5-4E: Adjust damage result for minus points only (308.2).

5-4F: Roll for SWAC survival (518.33).

5-4G: Determine if Attacker did sufficient damage in an Approach Battle to proceed to base (308.3).

PHASE 5 - STEP 5: DIRECTED DAMAGE (302.5)

5-5A: Penal ships may sacrifice themselves prior to directed damage (528.41).

5-5B: Phasing Player may select one Non-Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4); Stasis Field Generators (312.212); Ground Combat Ships (521.373).

5-5C: Non-Phasing Player may select one Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4); Stasis Field Generators (312.212); Ground Combat Ships (521.373).

5-5D: Adjust damage result for plus points (308.2).

5-5E: Determine SAF damage (520.4); destroy SAF if used against fixed unit (520.43).

PHASE 5 - STEP 6: DAMAGE ALLOCATION (302.6)

- 5-6A: Non-Phasing Player resolves general (non-directed) damage (302.6) to his units.
- 5-6B: Phasing Player resolves general (non-directed) damage (302.6) to his units.
- 5-6C: Determine the fate of Prime Teams assigned to destroyed units (522.32).
- 5-6D: Both players resolve shock for maulers (308.42) and non-maulers (311.21).
- 5-6E: Conduct ship transfers of fighters (501.6) and PFs (502.45).
- 5-6F: Surviving towing ships pull crippled units from web (512.32).

PHASE 5 - STEP 6X: TROOP ACTION INTERPHASE (302.6X)

- 5-6X1: Resolve Captured Ships (305.1); die roll modified by pursuit (305.12), GCEs (521.5), and Prime Teams (522.43). Maulers may make separate capture attempt in lieu of their directed damage use (308.47).
- 5-6X2: Determine fate of Admirals (316.31). Transfer Admirals who survive a destroyed or crippled ship (316.144A).
- 5-6X3: Designate units participating in ground assault (521.36).
- 5-6X4: Conduct Ground Assaults (521.3); determine fate of Prime Teams used in ground assault (522.4 mission 2).
- 5-6X5: Transfer or lose fighters and PFs as a result of a destroyed defense battalion; return any surviving GCEs to their ship (521.34); Prime Teams may be reassigned to any friendly unit within the hex (522.34).
- 5-6X6: Conduct ship transfers of GCEs (521.22).
- 5-6X7: Calculate and record salvage for destroyed units (439.1).

PHASE 5 - STEP 7: RETREAT (302.7)

- 5-7A1: Defending Player first option to announce retreat (302.71).
- 5-7A2: Attacking Player option to announce retreat (302.71).
- 5-7A3: Defending Player last option to announce retreat (302.71).
- 5-7A4: If neither player retreats return to Step-2; if both retreat then the Defending Player conducts his retreats first (302.712).
- 5-7A5: If the Retreating Player leaves behind a base unit then return to Step-2 until base is destroyed or if the other player chooses to retreat. Base units limit pursuit options (302.741).
- 5-7B: If one player chooses to pursue then proceed to Step-8.
- 5-7C: Analyze available retreat paths for ships (307.73).
- 5-7D: Conduct ship retreat in accordance with the rules (302.72).

PHASE 5 - STEP 8: PURSUIT (302.8) and (307.0)

- 5-8A: Select pursuit units for attack against retreating ships and slow units (302.742); roll die to determine pursuit success; adjust die roll for the presence of X-Ships (523.39) and/or F-ships (525.133) or declined approach battle (302.23).
- 5-8B: Set up retreating Battle Force (307.3).
- 5-8C: Conduct pursuit battle (repeating Steps 3X through 6).
- 5-8D: Retrograde eligible, surviving slow units to nearest retrograde point (302.742C).
- 5-8E: Once all pursuit is resolved for the Battle Hex (302.8), then ship retreat is conducted immediately (302.72).
- 5-8F: Analyze available retreat paths for ships (307.73).
- 5-8G: Conduct ship retreat in accordance with the rules (302.72).

PHASE 6: RETROGRADE MOVEMENT

- 6A: Evaluate supply status for retrograde (410.24).
- 6B: Purchase and place independent GCEs (521.83).
- 6C: Dissolve carrier and carrier-like groups.
- 6C1: Phasing Player can retrograde some, all or none of his ships within the limitations (206.0).
- 6C2: Non-phasing player may retrograde some, all or none of his CEDS eligible ships (308.131A) and X-Ships (523.24).
- 6C3: Repeat steps 6C1 and 6C2 until both player sides have not retrograded any units for two consecutive opportunities.
- 6D: Conduct CEDS repairs and replacements (308.13).
- 6E: All players may replace fighters (501.5), PFs (502.43), and GCEs (521.22) if in supply.
- 6F: Crippled tugs may send pods back to fleet pod pool (509.43).
- 6G: Phasing Klingon/Kzinti player may disband 77th PF (513.2) or 23rd Fi-Con (513.3) Divisions.

PHASE 7: FIELD REPAIRS (422.0)

- 7A: Evaluate supply status for field repairs (410.23).
- 7B: Deploy repair ships [and a repair tug from the capital (422.8)] to any SMN or FRD (422.3).
- 7C: Repair units may repair only ships of the same race (422.22).
- 7D: Remove repair ships from the board (422.22); return repair tugs to the capital (422.8).

PHASE 8: STRATEGIC MOVEMENT

- 8A: Move eligible units via strategic movement (204.2); one Admiral may move using Strategic Movement (316.144C).
- 8B: Expeditionary Fleet tugs may exchange pods (411.75).

PHASE 9: ESTABLISH RESERVES

- 9A: Phasing player establishes reserve units (507.1); designate Battle Groups and Carrier Battle Groups within Reserves (507.2).
- 9B: Transfer Admirals between ships (314.144B).

SPECIAL PHASE: ORION PIRATE OPERATIONS

The Orion Pirates conduct their turn as follows.

- 1: Recover all ships deployed for piracy and still on the map and return them to the Orion Force Pool.
- 2: All leased ships return to Orion control.
- 3: Repair any crippled ships.
- 4: Purchase new ships by (504.31) and/or (529.22).
- 5: Races offer Bribes to Orions, see (504.33) and (529.23).
- 6: The Orion player (or committee) decides what bribes to accept.
- 7: The Orions offer ships for lease auction, see (529.24) or (504.33).
- 8: Races bid on the Orion ships, and if successful, deploy them with their active fleets.
- 9: Orions deploy their ships available for Piracy using (529.265) and (503.34). The various races deal with the ships during their turns as they would with any enemy.

This Sequence of Play, sorely needed for many years, was compiled by Chuck Strong and edited by Jeff Laikind and Steve Petrick.

FEDERATION & EMPIRE - Race:			Y:	T:	Y:	T:	Y:	T:	Y:	T:
Reference	INCOME SOURCES		EP	XTP	EP	XTP	EP	XTP	EP	XTP
430.11	Original Capital Planet									
430.11	Original Major Planets	x5.0								
430.3	Captured/Devastated Major Planets	x2.0								
430.11	Original Minor Planets	x3.0								
430.31	Captured/Devastated Minor Planets	x1.0								
	Planetary Sub-Total									
523.12	XTP Production From Planets		x 40% =		x 40% =		x 40% =		x 40% =	
430.11	On-map Provinces	x2.0								
430.2	Captured/Disputed/Disrupted Provinces	x1.0								
430.5	Off-map Provinces	x2.0								
442.52	Captured Neutral Zone Hexes	x0.2								
523.12	XTPs for X-Starbases	x1.0								
523.12	XTP for Undevastated Capital									
	Income Generated: Sub-Total									
652.2	Economic Status Factor		x %	N/A	x %	N/A	x %	N/A	x %	N/A
	Income Generated: Adjusted Total									
	(Maximum = Adjusted Income Generated x 20%)		= Max		= Max		= Max		= Max	
523.12	Convert up to 20% of Income EPs into XTPs		-		-		-		-	
523.12	10 XTPs Max/Turn Convert 1 EP to 1 XTP		-		-		-		-	
523.12	10 XTPs Max/Turn Convert 2 EP into 1 XTP		-		-		-		-	
305.22	0.5 x Defense Factor Scrap Captured Ships									
435.0	No XTPs (523.121) Transfers from Allies									
430.12	Treasury Balance Carry-Over									
	GROSS TOTAL AVAILABLE									
	EXPENSE ITEMS		EP	XTP	EP	XTP	EP	XTP	EP	XTP
430.62	0-10 = Income; 11-50 = 10; 51+ = 20% Maximum Deficit		= Max		= Max		= Max		= Max	
420.2	Repairs									
431.0	Construction									
431.3	Overbuilds									
433.0	Conversions									
433.16	5 EPs; One/Turn Max Extra Major Conversion									
434.0	Activations									
308.97	5 EPs; One/Turn Max Extra Command Point									
522.11	5 EPs; One/Turn Max Extra Prime Team									
410.5	0.5 EP/Ship + 1 EP/Carrier Support Homeless Ships									
411.7	0.25 EP/Unit/Turn Support Expeditions									
	Initial Expenses: Sub-Total									
	INCOME - INITIAL EXPENSES									
309.3	Modular Conversions During Movement									
521.81	1 EP/GCE/Round Drone Bombardment: Player Phase									
422.21	Field Repair									
502.2	0.5 EP/PF Replacement PFs: Player Phase									
308.131	CEDS Repair									
308.132	CEDS Replacements: Player Phase									
204.35	1 EP/Unit Additional Strategic Moves									
435.0	20EP/Ally/Turn Max Transfers to Allies									
	Player Phase Expenses									
439.0	X-Ships: 523.127 Salvage: Player Phase									
	END OF PLAYER PHASE TREASURY									
309.3	Drone Bombardment: Non-Player Phase									
521.81	1 EP/GCE/Round Extra GCEs: Non-Player Phase									
502.2	0.5 EP/PF Replacement PFs: Non-Player Phase									
308.132	CEDS Replacements: Non-Player Phase									
	Non-Player Phase Expenses									
439.0	Salvage: Non-Player Phase									
	REMAINING TREASURY: CARRY-OVER									
505.3	Active Survey Ships : Die Roll Total		:		:		:		:	
522.44	Prime Teams on Survey : Survey Success		:		:		:		:	
505.21	Total Provinces : New Survey Total		:		:		:		:	
Misc:										

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FEDERATION

ASC 9H6 1-4	BCS 9H4 10	BCV 8 10	CF F 7-8	CX 12	CX 12	DDX 10	DDX 10	DNL F 11
DNH 4 5-6	DWV 1 6-7	HDW 1 6-7	E3 SWAC	FCF [9] 2-6	FCR [6] 2-5	FCR [6] 2-5	FFB 6	FFX 7

FFX 7	HDW 1 6-7	HDW 1 6-7	LAH 9H 4	NVH 9H 5-7	NVH 9H 5-7	SAH 9H 0-2	SCX 6-10	MC 5 2-10
BC 9	CRX 10	CX 14	DCR 9	DWV 45	FCR [6] 3-4	HDW 1 6-7	LVS 6 6-8	SLV 2-4

ROMULAN

ASC 6P 1-4	HDW 1 6-7	BHF [6] 4-5	CNH 15	FFH F 8-9	FHX 14	HDW 1 6-7	DH 12	FCR [6] 4
HDW 1 6-7	KSD 5	KSX 9	KSX 4-9	K7X 14	KEX 10	LAP 1-4	NCL W 7	CCX W 11

THOLIAN

MC 6 2-10	SAP P 0-2	SAS P 0-2	SEX 7	SHR F 11	SKX 9	SSX 4-9	CWV 6 7	NCA W 9
SNE 4	SPV 8H 6-7	SPX 12	SUN 6	VUL 10	SKC 4-5	SCX 4-8	PCX 6	DDX 8

KLINGON

ASC 6P 1-4	C5 F 11	C7S P3 10	C7V 6 10	C10 14	D5VH 8H 6-7	D5X 10	F6 S 7	D5DX S 10
DX 13	DX 13	FWE 5-6	E4R [6] 1-4	HDW 1 6-7	HDW 1 6-7	F5R [6] 2-5	S 7	FD7 F 7-8

F&E: ADVANCED OPERATIONS N+O

HYDRAN

ASC P6 1-4	PGV 6 4-7	SD 8H6 10-12	DGX 2 12	DWS 1 3-6	DWV 4 5-6	FCR [6] 2-4	FCX [9] 2-6	HDW 3 5-7
HDW 3 5-7	KNX 9	LAP P 1-4	LBX 2 13	LGE 6F 9-11	LNH 3 5-7	LNX 3 7-9	MC 6 2-10	OM P6 11-10

OS 9 11-10	PGS 3-7	PGS 3-7	RNX 7 9-12	SAP P 0-2	SAS P 0-2	SCX 3 4-9	REG 6 13-14	THR 2F 8
ASC P6 1-4	BCP P 11	BCS P3 11	BCV 6 11	CCX 12	CF F 7-8	CVH 8H 4-7	CWX 10	3CW 30

LYRAN

DDE 5	DDX 7	DNH 14	DNL F 11	DNP P 12	DWG G 4-6	DWV 4 4-6	DWX 8	3DWX 24
FCR [6] 2-4	HDW 1 6-7	HDW 1 6-7	LAP P 1-4	MC 6 2-10	SAP P 0-2	SAS P 0-2	SCX 4-9	DWX 8

ASC P6 1-4	BF F 7-8	BCS P3 10	BCV 6 10	BCX 12	CCX 12	CDX [4] 10	CLD [4] 6	CLD [4] 6
CLE 4-6	CLE 4-6	CLG G 2-6	3FFK 15	CMX 10	CVH 8H 10	DNH 14	DNL F 11	DWV 4 6

KZINTI

FCR [6] 2-4	FDX (4) 6-7	FFK 5	FKE 4-5	FKE 4-5	FKX 7	LAD (6) 6-4	HDW 1 6-7	HDW 1 6-7
DNC 13	LAP P 1-4	LAS P 1-4	MVH 8H 7	MC 6 2-10	SAD (4) 4-2	SAP P 0-2	SAS P 0-2	SDW (4) 4-6

GORNS

ASC P6 1-4	BF F 9-10	BCS 3P 12	BDV 4 6	BDX 9	BDSX 4-10	CCH 11	CCX 14	CMX 14
DNH 16	DNL F 11	FCR [6] 2-5	HDW 1 6-7	HDW 1 6-7	HDX 11	HVH 8H 7	LAP P 1-4	MCC 10

F&E: ADVANCED OPERATIONS N+O BACK

HYDRAN											
HDW	FCX	DWS	DGX	SD	PGV	ASC					
1	1	2	1	4H3	3	P3					
3-4	1-3	2-3	6	5-6	2-4	0-2					
OM	LNX	LGE	LBX	LAP	KNX	HDW					
P3	1	3	1	P		1					
5	3-5	3-4	7	0-2	5	3-4					

LYRAN											
THR	REG	SCX	SAS	SAP	RNX	PGS	OS				
1	3	1	P	4		4					
4	7	2-5	0-1	5-6	0-4	5					
3CWX	CWX	CVH	CF	CCX	BCV	BCS	BCP	ASC			
15	5	2-4	4	6	3	P1	P	P3			
					5	5	5	0-2			

LYRAN											
3DWX	DWX	DWV	DWG	DNP	DNL	DNH	DDX	DDE			
12	4	2-3	6	P	6	7	4	3			
DWX	SCX	SAS	SAP	LAP	HDW	HDW	FCR				
4	2-5	0-1	0-1	P	P	3-4	3-4	1-2			

CLD	CLD	CDX	CCX	BCX	BCV	BCS	BF	ASC			
3	3	5	6	6	5	P1	4	P3			
DWV	DNL	DNH	CVH	CMX	3FFK	CLG	CLE	CLE			
2	6	7	5	5	9	G					
3						1-3	2-3	2-3			

KZINTI											
HDW	HDW	LAD	FKX	FKE	FKE	FDX	FCR				
3-4	3-4	0-2	4	3	3		1-2				
SDW	SAS	SAP	SAD	MVH	LAS	LAP	DNC				
2-3	0-1	0-1	0-1	4	0-2	P	7				

GORNIS											
CMX	CCX	CCH	BDSX	BDX	BDV	BCS	BF	ASC			
7	7	6	2-5	5	3	1P	5	P3			
MCC	LAP	HVH	HDX	HDW	HDW	FCR	DNL	DNH			
5	0-2	4H	6	3-4	3-4	1-3	6	8			

DNL	DDX	DDX	CX	CX	CF	BCV	BCS	ASC			
6	5	5	6	6	4	4	4H2	4H3			
FFX	FFB	FCR	FCR	FCF	HDW	DWV	DNH				
4	3	1-3	1-3	1-3	3-4	2	2-3	7			

FEDERATION											
MC	SCX	SAH	NVH	NVH	LAH	HDW	FFX				
	4H	4H	4H	4H	4H	3-4	4				
SLV	LVS	HDW	FCR	DWV	DCR	CX	CRX	BC			
1-2	3-4	3-4	1-2	3	5	7	5	5			

FCR	DH	HDW	FHX	FFH	CNH	BHF	HDW	ASC			
2	6	3-4	7	5	8	2-3	3-4	3P			
CCX	NCL	LAP	KEX	K7X	KSX	KSD	KSD	HDW			
6	4	0-2	5	7	2-5	5	3	3-4			

THOLIA											
NCA	CVW	SSX	SKX	SHR	SEX	SAS	SAP	MC			
W	3	4	2-5	5	6	4	0-1				
DDX	PCX	SCX	SKC	VUL	SUN	SPX	SPV	SNE			
4	3	2-4	2-3	5	5	6	3-4	2			

D5DX	F6	D5X	D5VH	C10	C7V	C7S	C5	ASC			
		4H	4H	3	3	P1	6	3P			
5	3	5	3-4	7	5	5	6	0-2			
FD7	F6	F5R	HDW	HDW	E4R	FWE	DX	DX			
4	3	1-3	3-4	3-4	0-2	2-3	7				

KLINGON											
SAS	SAP	MC	LAP	HDW	FWV	FSX	3FX	FX			
0-1	0-1	P	P	0-2	2	2-5	15	5			
SAS	SAP	MC	LAP	HDW	HDW	ASC	BTX	LAS			
0-1	0-1	P	P	0-2	3	0-2	9	0-2			

F&E: ADVANCED OPERATIONS P+Q

KLINGONS									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	2PTP	VHP	VHP	VHP	VHP
10	10	10	10	1-6	0	[8H]	[8H]	[8H]	[8H]
AD6	HDW	HDW	B8	C5A	D5J	D6J	D5J	D6J	P6F
6-8	1	1	16	9-11	6-7	6-8	6-7	6-8	10
F5J	F5J	F5J	F5J	SCP	FD7	FRX	FRX	FRX	PPF
4-5	4-5	4-5	4-5	6-P	7-8	1-6	1-6	1-6	10
HYDRAN									
ADM	ADM	ADM	ADM	ADM	ADM	CHY	SP	SP	SP
★	★	★	★	★	★	3	0	0	0
CPF	CPF	CPF	CPX	FRX	PTP	[PP]	VHP	VHP	VHP
10	10	10	10	1-6	0	[16H]	[16H]	[16H]	[16H]
DDS	DDP	IC	PGF	PGG	3LNK	PGC	3	7	7
2-6	1P	20	2-6	3-7	21-27	9	9	9	9
CPF	CPF	SCP	KPTP	KPTP	2KPTP	PTP	[PP]	[PP]	[PP]
10	10	6	0	0	0	0	0	0	0
LYRAN									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	VHP	JGP	JGP	STL	STL
10	10	10	10	1-6	0	7	7	12	12
GORN									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	PTP	VHP	VHP	DNT	DNG
10	10	10	10	1-6	0	[16H]	[16H]	+	GGG
CPF	CPF	CPF	CPX	FRX	PTP	[PP]	[PP]	6	14
10	10	10	10	1-6	0	0	0	10	14

KZINTI									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	PTP	VHP	VHP	VHP	VHP
10	10	10	10	1-6	0	[8H]	[8H]	[8H]	[8H]
CORN									
DDV	DND	3FKX	2PTP	SP	HDW	SCP	VHP	VHP	VHP
6	(6)	12	0	0	1	0	0	0	0
3-6	3	21	0	0	6-7	0	0	0	0
POL	POL	LAS	3CMX	3HDX	3BDX	SP	SP	SP	SP
4	3	1-4	30	33	27	0	0	0	0
FEDERATION									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CF1	CF1	CF1	BB	LTF	LTF	SP	SP	SP	SP
9H	9H	9H	20	6-27	6-27	0	0	0	0
3DDX	CAD	CLD	CLD	CLV	CLV	VHP	VHP	VHP	VHP
30	(4)	(4)	(4)	6	6	[18H]	[18H]	[18H]	[18H]
9H	9H	9H	9H	9H	9H	0	0	0	0
10-12	3FFX	6P	6-8	BCV	BCS	SAX	HFP	HFP	HFP
10-12	21	21	21	10	10	10	0	0	0
ORIONS									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	3SKX	KRS	ROC	3SPX	3DDX
10	10	10	10	1-6	27	2-8	13	36	24
ROMULANS									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	3SKX	KRS	ROC	3SPX	3DDX
10	10	10	10	1-6	27	2-8	13	36	24
THOLIANS									
ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
★	★	★	★	★	★	★	★	★	★
CPF	CPF	CPF	CPX	FRX	3SKX	KRS	ROC	3SPX	3DDX
10	10	10	10	1-6	27	2-8	13	36	24

KZINTI

SP	SP	SP	ADM	ADM	ADM	ADM	ADM	ADM	ADM
			+1	+1	0	0	-1	-1	
VHP	VHP	PTP	PTP	FRX	CPX 1	CPF 2	CPF 3	CPF 4	

VHP	VHP	SCP	HDW 3-4	SP	2PTP	3FKX 12	DND 6	DDV 3	1-3
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CVS 3	SP	SP	3BDX 15	3HDX 18	3CMX 15	LAS 0-2	POL 4	POL 3	
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GORN

ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
+1	0	-1	+1	+1	0	0	-1	-1	
SP	SP	SP	LTF 3[12] 3-13	LTF 3[12] 3-13	BB 2 10	CF1 1	CF1 2	CF1 3	

VHP	VHP	FFB 3	CLV 2-3	CLV 3	CLD 3	CLD 4	CAD 15		
-----	-----	-------	---------	-------	-------	-------	--------	--	--

HFP	HFP	SAX 5	LX 4	BCS 1P 5	BCV 3	SGS 3-4	3FFX 12	GVX 5-6	
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ORIONS

ROMULANS

MGH 6-7	OMH 6	DMH 7	ADM -1	ADM -1	ADM 0	ADM 0	ADM +1	ADM +1	
3SPX	ROC	KRS	3SKX	FRX	CPX 1	CPF 3	CPF 2	CPF 4	

THOLIANS

3DDX	NCX	DHW	CAW	NDN	NCL	ADM -1	ADM 0	ADM +1	
12	6	6	4	6-7	4				
NCL	NHD	NCL	CVH	NDN	NCA	3PCX	CPF 2	CPF 1	

KLINGONS

ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM	ADM
+1	0	-1	+1	+1	0	0	-1	-1	
VHP	VHP	2PTP	2PTP	FRX	CPX 1	CPF 3	CPF 2	CPF 4	

D6J 3-4	D5J 3-4	D6J 3-4	D5J 3-4	C5A 6	B8 8	HDW 3-4	HDW 3-4	AD6 3-4	
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PPF 5	PPF 6	FRX	FD7 4	SCP	F5J 2-3	F5J 2-3	F5J 2-3	F5J 2-3	
-------	-------	-----	-------	-----	---------	---------	---------	---------	--

HYDRAN

SP	SP	CHY 1 4	ADM -1	ADM -1	ADM 0	ADM 0	ADM +1	ADM +1	
VHP	VHP	PTP	PTP	FRX	CPX 1	CPF 3	CPF 2	CPF 4	

PGC 1	3LN 3	PGG 1	PGF 1	LC 1	IC 10	DDP 1	DDS 1	DDS 1	
4	9-15	1-4	1-4	5	6	0-3	1-3	1-3	

PTP	2KPTP	KPTP	KPTP	DND 3	SCP	CPF 7	CPF 6	CPF 5	
-----	-------	------	------	-------	-----	-------	-------	-------	--

LYRAN

KSP	KSP	SP	ADM -1	ADM -1	ADM 0	ADM 0	ADM +1	ADM +1	
STL 6	JGP 4	JGP 4	VHP	FRX	CPX 1	CPF 3	CPF 2	CPF 4	

GORN

DNT 7	CVS 3	BCV 3	ADM -1	ADM -1	ADM 0	ADM 0	ADM +1	ADM +1	
DNG	GG	VHP	PTP	PTP	FRX	CPX 1	CPF 2	CPF 3	CPF 4

F&E: ADVANCED OPERATIONS P+Q BACK



ENEMY RAID INBOUND! FORM BATTLE GROUP!

ASC 9H6 1-4	BCB 9H4 10	BCV 8 10	CF F 7-8	CK 12	PGV 6 4-7	SD 8H6 10-12	DDX 7	DNH 14	CLD ♦(4) 6	BF F 7-8	SP ♦ 0	CDX (4) 10	POL 4
DNH 14	DWV 4 5-6	HDW 1 6-7	E3 SWAC	FCF (8) 2-6	DGX 2 12	LNH 3 5-7	ADM ★	JGP 7	FKE 4-5	CLE 4-6	CVH 8H 10	LAD (6) 6-4	BTX 6P 18
FFX 7	ONL F 11	FFB 6	LAH 9H 1-4	FCR (6) 3-4	LAP P 1-4	LBX 2 13	CPF 10	STL + 12	DNC 13	DNT + 14	BCS 3P 12	BDV 4 6	SBX 12P 54
BC 9	CRX 10	CX 14	DCR 9	DWV 4 5	PGS ♦ 3-7	THR 2F 6	BCP P 11	BCS P3 11	DNH 16	DNG GGG 14	BF F 9-10	VHP [16H] 0	LAS 1-4
MC 6 2-10	HDW 1 6-7	VUL 10	CNH 15	FFH F 8-9	FHX 14	MGH 12-14	DH 12	CWV 6 7	SCP 6P 0	C5 F 11	C7S P3 10	FWV 4 5-6	C10 14
SPV 8H 6-7	K5D 5	K5X 9	SHR F 11	K7X 14	KEX 10	SAS ♦ 0-2	NCL W 7	CCX W 11	DX 13	SAP P 0-2	FWE 5-6	F6 S 7	HDW 1 6-7

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