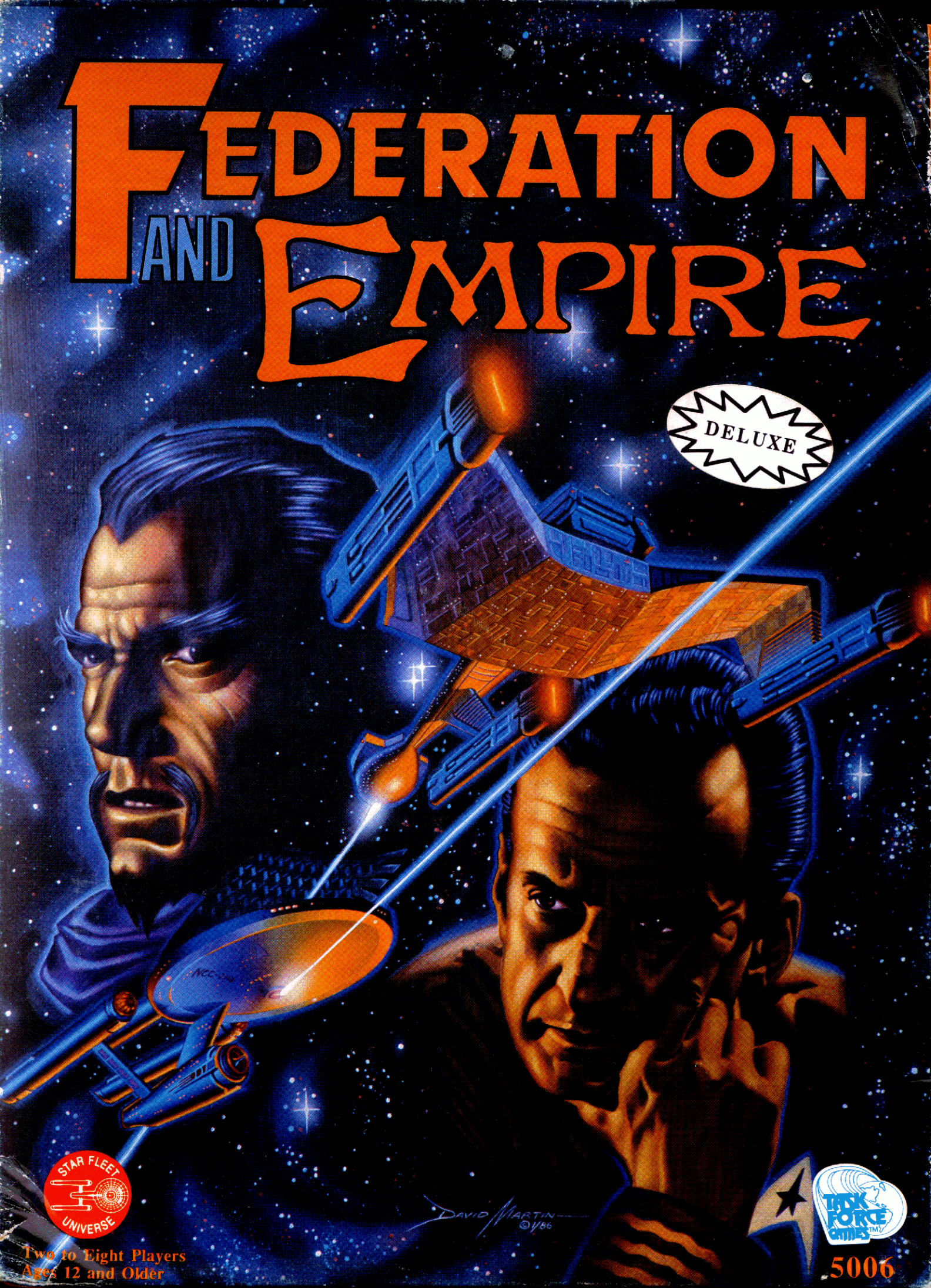
FEDERATION AND EMPIRE

DELUXE



STAR FLEET UNIVERSE

Two to Eight Players
Ages 12 and Older

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FEDERATION AND EMPIRE

★ DELUXE ★ RULEBOOK

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(100.0) GENERAL RULES

(101.0) INTRODUCTION

(101.1) HISTORICAL BACKGROUND

This game portrays the titanic struggle between three star-faring super powers. One by one, the Klingons, the Federation, and finally the Romulans were drawn into the General War (the most devastating interstellar conflict in history) when their allies became involved in a regional dispute. The Lyrans (a Klingon ally) and the Kzintis (friendly with their former enemies in the Federation) were at war in the year Y168 for the fifth time (counting only declared wars).

The Klingons took advantage of an opportunity to eliminate the Kzintis permanently before they became formal Federation allies, or worse, Federation members. The Hydrans entered the War, to their regret, when they perceived that the Klingon-Lyran Coalition would turn toward them after the Kzintis were eliminated.

Eventually the Federation was forced to become involved, originally to support the Kzintis and finally when the Klingons attacked the Federation frontier. The Romulans later were encouraged to attack the Federation by the Klingons, who convinced them that the Federation could not withstand a combined assault. The Gorns, who like the Kzintis had fought the Federation in a border dispute, became Federation allies against the growing power of the Coalition.

Within six years the entire known region of the galaxy was embroiled in the conflict. This was the first time that all of the races had been committed to a total war. The Alliance (Federation, Kzintis, Gorns, Hydrans, and later the neutral Tholians) had suffered heavily in the initial onslaught by the Coalition (including the Klingon, Lyran, and Romulan Empires). It took years to recapture the lost territory, and more years to drive the War home into Coalition territory. Historians are still debating the final outcome. Did one side win, or did all of the races simply quit fighting because they were no longer able to wage war?

(101.2) INTRODUCTION TO THE GAME

FEDERATION AND EMPIRE is a grand strategic simulation game of the 18-year-long General War which devastated the galaxy more than 200 years in the future.

A special "Fast Play" Scenario (606.0) is included, which will set up the battles for the first turn of the Grand Campaign, allowing you to experiment with the game system. Read section (103.0) before trying to play (606.0).

Section (102.0) explains the various terms used in the game. Refer to this section for the explanation of any confusing or unfamiliar terms.

The rules are extensively cross-referenced. Many rules include a rule number in parenthesis, e.g. (101.2), which provides additional information or conditions.

The various records (economics, production, fleet charts, etc.) are not secret and are subject to inspection by all players at all times. Some items, such as the selection of Battle Intensity Ratings or Battle Force units, are temporarily secret.

TACTICAL NOTE: DEFINITION

Scattered throughout the rulebook are small boxes like this one, each containing a suggested tactic, strategy, or application of the rules. These are to help you learn the game faster. If you devise your own tactics, send them to ADB for use in Captain's Log or in future F&E Expansions.

(101.3) GAME COMPONENTS

A complete copy of FEDERATION AND EMPIRE consists of the following components:

This rulebook.

Two different maps (marked A and B) which together cover the known area of the galaxy.

Fourteen Countersheets: (three copies each of Sheets A–D printed on both sides, one copy each of Sheets E and F, printed on the front side only).

Seven Fleet Control Charts (one each for the Federation, Klingons, Romulans, Kzintis, Gorns, Lyrans, and a combined chart for the Tholians and Hydrans).

Two Battle Boards.

Six Capital Assault Charts (Federation, Klingon, Romulan, Kzinti, Hydran, Lyran).

Several copies of the Player Folio, which includes the various charts needed to keep game records (Economics, Bases, Planets, Extra Ships, Carrier Groups, Neutral Zone). Originals for later photocopying are bound into the rulebook. The loose copies can be used to play the game (i.e. written on and discarded); extra copies are available in a product called F&E Folio Pack.

Eight plastic bags to store the counters.

Two six-sided dice.

If any of these items are defective, return the defective part to Task Force Games for replacement. See the address in the Notes section (811.0).

(101.4) PLAYING MAP

The two maps, when combined by overlapping the corresponding edges, represent the known areas of the galaxy. So far as is known, there are no empires or races in the Milky Way Galaxy outside of this area.

The map is divided into hexagonal areas (known as hexes) to regularize the placement and movement of the playing pieces. Each playing piece must be located inside a hex, not on the border between two or more hexes.

Various symbols on the map are used to designate borders, Neutral Zones (503.6), bases (302.2), planets (508.0), capitals (511.0), etc. Around the edge are special off-map holding areas used to account for units not currently located within the playing area (207.0). Post War borders are treated as provincial borders. They will be used differently in a later expansion.

The Combat Coefficient Table has been placed on the map sheets for convenient use. A Turn Record Track and Phase Record Track are also provided. Counters are included which can be used on these tracks to keep track of where the game is at the moment. Note that these tracks appear on each half of the map, allowing either half to be used independently. The Turn Record Track is numbered from 1 to 10; after reaching Turn 10, simply start the counter over again at the beginning (remember to add 10, or 20, or whatever).

(101.5) GAME SCALE

Each hex represents an area roughly 500 parsecs (about 1,630 light years) across. While space is three-dimensional, the relative thickness of the galactic disk is sufficiently thin (less than 1,500 light years) to allow the galaxy to be represented in a two-dimensional manner.

Each turn represents a period of six months.

Each counter represents a single ship or, in some cases, a group or squadron of 2, 3, 4, or 6 ships. The special "convoy" markers indicate a larger group of ships.

(101.6) NUMBER OF PLAYERS

The General War was fought between two groups of races, the Alliance and the Coalition. For this reason, the rules are (for the most part) written for two players (or two teams of players). In cases where a third (or several more) independent players are involved, the game rules will function in the same way but some wording may be technically inaccurate. This is stated here to avoid having "or more" repeated hundreds of times in the rules where they speak of actions by two "or more" players.

(101.7) STAR FLEET BATTLES

The background of this game is identical to that for STAR FLEET BATTLES, another game designed by the Amarillo Design Bureau and produced by Task Force Games. This is a tactical game covering much of the same material from a different perspective, that of the individual ship commander. Players familiar with that game system will find many well-known concepts, races, wars, ship types, etc. Players unfamiliar with STAR FLEET BATTLES may wish to examine that game at a later time, but familiarity with it is not necessary to play this game.

STAR FLEET BATTLES can be used to resolve some or all of the battles in a game of FEDERATION AND EMPIRE, and FEDERATION AND EMPIRE can be used as a campaign system or scenario generator for STAR FLEET BATTLES. However, this is not necessary; FEDERATION AND EMPIRE has been designed as a complete stand-alone product.

(101.8) FEDERATION SPACE

Some players may have seen a previous (1981) game on a similar subject (to F&E) entitled "FEDERATION SPACE." While superficially similar due to subject matter, FEDERATION AND EMPIRE is not a revised FEDERATION SPACE, and FEDERATION SPACE cannot be used to understand or explain FEDERATION AND EMPIRE.

The similarity between FEDERATION SPACE and FEDERATION AND EMPIRE is increased because FEDERATION SPACE borrowed heavily from an unpublished prototype game that eventually became FEDERATION AND EMPIRE. Thus, the two games are more properly "brothers" rather than "father and son."

(101.9) SOURCE DATA

At some point prior to 1970 A.D., the master computer at US Air Force Security Control in Omaha, Nebraska, received a transmission, apparently via time warp, from Star Fleet Headquarters some 250-300 years in the future. The Air Force discovered the files during 1970 and turned them over to Franz Joseph Designs, an aerospace consulting firm, in 1973 for analysis.

The memory files, which comprise several thousand printed pages and were badly garbled in transmission and translation, appear to be a history of the United Federation of Planets, its Star Fleet, and the surrounding regions, including a considerable amount of technical data.

Through the cooperation between Franz Joseph Designs and the Amarillo Design Bureau, this data (a very small portion of which was published earlier as the Star Fleet Technical Manual) has been used as a basis for this game and the earlier STAR FLEET BATTLES game.

TACTICAL NOTE: KUMERIAN'S CREED

Ardak Kumerian, a Klingon admiral who commanded the Red Fleet, once advised a class of cadets: "Never fight a battle that you do not have to win." Avoid fighting to the last ship unless you CAN win and have no choice BUT to win.

(102.0) EXPLANATION OF BASIC TERMS

ADVANCED RULE: A rule not necessary when first learning to play the game, but which is to be learned and incorporated as soon as possible.

ALLIANCE: A group of major races including the Federation, Kzintis, and Gorns. The Hydrans had a co-belligerent status, meaning that while not formal allies they were fighting the same enemy (they are treated as allies in the game). The Tholians accepted help from the Alliance during the later War years, but were not a formal ally until very late in the War. (The Alliance is sometimes known as the "Good Guys" because Earth was part of the Federation and most of the players of this game are from that planet.)

ANNEX: A table or list of information designed to be replaced when the game is updated or expanded (700.0).

BASE: A fixed installation including repair and supply facilities, scout sensors, and its own weapons. Mobile bases do not have some of these functions.

BATS: Battle station; a base smaller than a starbase. Battle stations have weapons, fighters, a small repair capability, can function as a supply or retrograde point, and have other uses found in the rules. The correct combat factor for this unit is "12(6)/6(3)", not "18(6)/9(3)" as printed on the counters of some early editions (433.41), (302.2).

BATTLE FORCE: That portion of the units in a given hex selected to participate in a Combat Round (302.3).

CAPITAL: 1) The hex containing a race's capital, which is the seat of government and the largest and most important economic region in the empire. See (511.0).

2) The actual capital planet, which is one of several planets in the capital hex.

CASUALTIES: Units crippled/destroyed in combat.

COALITION: A military/political alliance between the Klingon, Lyran, and Romulan Empires. The "Bad Guys."

COMBAT POTENTIAL: The total attack factors of a Battle Force; see (302.4). Known as "ComPot."

COMMAND SHIP: See flagship.

COUNTERS: The 1/2" die-cut cardboard playing pieces. Some counters are units (combat elements), while others are markers (information). See (103.0).

CRIPPLE: A unit that has been damaged and is therefore displayed with its reverse side (which is weaker) showing. Alternately, the act of crippling a unit (301.8).

EQUIVALENT: In the case of fighters or PFs, see "ship equivalent." In the case of "equivalent hull," see (757.2) and (758.0).

FACTOR: A numerical expression of a physical quantity. Units have movement factors (the number of hexes they can move), combat factors (their relative strength in battle), and sometimes fighter factors (the number of fighter factors they carry, each 1-3 fighters), and sometimes PF factors (the number of PFs that they carry).

FIGHTER: A small short-range spacecraft with a one- or two-being crew, loaded with weapons, and designed to support the larger unit and increase its firepower (501.0).

FLAGSHIP: A unit selected by the player (within certain limits) to command a Battle Force. See (303.32).

FLEET: A term with two meanings. In the set-up instructions for each race (701.0), groups of ships are assigned to a "fleet" and set up in a specific geographic area. The owning player's ability to use the ships of this group may be controlled by special scenario rules. The term also applies to a fleet marker (104.0) which designates the position of a large force of ships.

FRD: Fleet Repair Dock. A mobile repair unit (421.0).

GARRISON: One or more ships, PDUs, or bases assigned to hold a captured province and/or planet.

GENERAL WAR: An 18-year conflict that provides the primary focus for the game. Several regional conflicts were

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fought in the preceding century, but the General War was the first conflict to include all of the known races.

GROUP: A multi-ship counter unable to break down.

MAJOR RACE: There are seven major races. These include the United Federation of Planets, the Klingon Empire, The Romulan Star Empire, the Kzinti Hegemony, the Gorn Confederation, the Hydran Kingdom, and the Lyran Empire. Others (e.g. Andromedans, Inter-Stellar Concordium) will be included in future expansion products.

MARKERS: Counters which represent information, rather than combat units. See (103.4). (The "Ship #" markers can be used to represent combat units.)

MINOR RACES: The Tholian Holdfast is much smaller than the major races. The WYN Star Cluster and the Lyran Democratic Republic are neutral races; see (503.0). Other minor races may be added later.

MOBILE BASES: A small base carried in several sections by tugs and assembled where needed. Does not have some capabilities of larger bases. See (510.0).

OPTIONAL RULE: A rule that players may, by mutual consent, decide to use or ignore as they see fit.

ORDER OF BATTLE: A list of all fighting elements of a military force and their deployment. See (701.0)-(714.0).

PDU: See Planetary Defense Unit.

PF: Fast Patrol Ship; sometimes incorrectly termed "psuedo-fighter." See (502.0).

PHASING PLAYER: The player conducting his half of the turn. Each turn is divided into two (or more) Player Turns, one for each player. When a player is conducting his Player Turn, he (or she) is the "Phasing Player."

PINNING: Using friendly ships equivalents to "hold down" and prevent (or block, restrict, or hinder) the movement of enemy units; see (203.5).

PLANET: In this game, only the most economically important planets are treated individually; thousands of smaller colony planets are in the provinces (508.0).

PLANETARY DEFENSE UNIT: Ground defenses for a planet (508.1). These are non-ship units.

PLAYERS: The rules are written for two players (or two teams of players), one team for the Coalition and the other for the Alliance. In some cases, there may be three or more players. In the case of additional players, the scenario in question will provide instructions.

PROVINCE: An area consisting of 2 to 7 (usually 5-6) hexes surrounded by a provincial border and treated as a single entity for economic purposes (430.1).

RACE: The term used to describe a national entity, such as the Klingon Empire or the United Federation of Planets. The term is more or less interchangeable with "Empire" or "nation." The term is not literally biologically correct in most cases. The Federation consists of a number of member biological races. The Klingons, Lyrans, and the Kzintis are dominated by a single biological race but include many "subject" races. The Hydrans, Gorns, Romulans, and Tholians are each a single biological race.

RULE NUMBERS: All rules in FEDERATION AND EMPIRE have a rule number to assist in organizing, cross-referencing, and indexing. The rules are organized into various sections by the first digit of the rule number. Rules beginning with 100 are General rules; those beginning with 200 relate to Movement; those beginning with 300 relate to Combat; those beginning with 400 relate to Production, Repair, and Economics; Special rules are 500; those beginning with 600 relate to Scenarios; Order of Battle and other Annexes are 700; and Designer Notes are 800. In several cases, blocks of numbers have been skipped to reserve them for later use.

SCOUT: A unit equipped with special electronic sensors able to detect approaching enemy ships from considerably farther away than the sensors of another unit. All battle stations and starbases have scout capabilities. See (205.31), (755.0), and (308.5). Mobile bases which have been set up have scout capabilities; see (205.31). Mobile bases do not have scout capabilities if crippled (510.1).

SHIP: A self-mobile warship. All units are ships except those designated as "non-ship units" (756.0). Examples of ships: destroyer, cruiser, frigate, carrier, dreadnought, etc.

SHIP EQUIVALENT: Six fighter factors are equivalent to one ship; see (501.9). Six PFs are equivalent to one ship (502.46). See also (203.54).

STARBASE: The largest type of base in the game. Starbases have weapons, fighters/PFs, a substantial repair capability, can function as a supply or retrograde point, and have other uses found in the rules (433.1).

TREASURY: The unspent balance of Economic Points. This may be a negative number in some cases.

UNITS: Fleet elements including ships and others such as bases, PDUs, convoys, repair ships, fleet repair docks, etc. See Annex (756.0) for a list of non-ship units.

Y-YEAR: All dates in the Star Fleet Universe are expressed in terms of Y-Years (for example, the General War began in Y168). The dates are measured from the time of the first contact between Vulcans and Humans. Year-0 is thought to correspond to a date between 2020 and 2090 AD, but the exact date cannot be determined.

(103.0) COUNTERS

The die-cut 1/2" square cardboard playing pieces are known as "counters." These are divided into "units" (starships, bases, and other combat forces) and "markers" (which are used to denote various information).

(103.1) COLOR

The counters of each race are printed in a unique combination of colors to allow them to be distinguished immediately from another race. These colors include:

Federation: Blue with black symbols.
Klingons: Black with white symbols.
Romulans: Red with black symbols.
Kzintis: White with black symbols.
Gorns: White with red symbols.
Tholians: Red with white symbols.
Orions: Blue with white symbols.
Hydrans: Green with white symbols.
Lyrans: Yellow with green symbols.
Andromedan: Green with black symbols.*
WYN: Yellow with red symbols.*
Inter-Stellar Concordium: Yellow with black symbols.*
Lyran Democratic Republic: Yellow/white with green symbols.*
Generic: White with blue symbols.

*These four races are not included in this product, but will be included in later expansions.

(103.2) UNITS REPRESENTED BY COUNTERS

Generally speaking, each counter represents one unit. There are, however, some exceptions to this.

(103.21) SQUADRON COUNTERS represent a formation of three similar or identical ships. They are used interchangeably with three single-ship counters to reduce mapboard clutter. The players can freely combine three identical ships into a squadron counter and freely break that counter down into three separate ships at any point. It is specifically possible to break down a squadron during combat. A player may be required to break down a squadron counter since a ship is the smallest "unit."

There is an exception in the case of Klingon frigates (and Romulan K5 frigates). Each 3F5 counter (known as an F5Q) includes two F5 ships and one F5L. To form a

3F5 counter requires this specific combination. It cannot be formed from any other combination. For the Romulans, a 3K5 counter (K5Q) includes two K5 frigates and a K5L; forming a 3K5 requires this specific combination.

A small number of six-ship counters are included for those ship classes produced in the largest numbers.

(103.22) GROUPS are multi-ship counters unable to break down into individual ships. Most are carrier groups that include their escorts, e.g., Kzinti 3CV does not include three CVs but one CV and two escorts (EFF, MEC). No carrier group includes more than one carrier except the Romulan WH, which has two small ones, and some Hydran groups. Groups CANNOT be broken down, either voluntarily or involuntarily. However, see (308.1).

Recognizing carrier groups is an art with no single rule. Generally, a multi-ship counter with a fighter factor is probably a carrier group. The exception is Hydran ships, most of which have fighters. Only the ID, UH, NCV, and CV are carrier groups; other counters are ship squadrons.

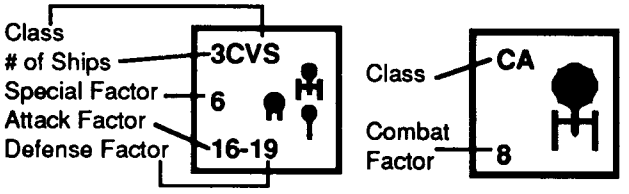
The letter "V" in the designation is positive proof of a carrier group, but a few carrier groups don't have that letter. If all else fails, Annex (757.0) lists all carrier groups.

Some non-carrier units are "groups," e.g. Tholian CPC; see (757.3). These small formations count as three ships but cannot be forced to break down or voluntarily break down, do not use (308.1), and must be used in combat, crippled, and destroyed as a "group."

(103.23) CONVOY COUNTERS represent the forward point of a relay of a large number of cargo ships. Note that convoys are classed as "non-ship units." See (414.0).

(103.3) FACTORS ON THE COUNTERS

Each counter includes several items of information about the units it represents. Color (103.1) denotes race.



SILHOUETTE: A symbol representing the ship. The number of symbols corresponds to the number of ships. The relative size of the symbols is not related to ship size. Silhouettes are purely illustrative.

SHIP CLASS: The type of ship represented by the counter. See the Annexes for additional information and a table of the abbreviations used by each race.

NUMBER OF SHIPS: Some counters represent several ships; these (and only these) have a number as the first character of their designation showing how many ships are represented by the counter. Rule (103.2) describes two different types of multi-ship counters: squadrons (which can be broken down into ships) and groups (which cannot).

SPECIAL FACTOR: In the case of carriers, this is the number of fighter factors carried. Scouts (units with special long-range sensors) have a diamond symbol ◆ in this position. (A few units have scout capabilities but not the ◆ symbol; these are noted in the rules.) PFTs (gunboat tenders) have a "P" in this position (and usually a ◆). Drone ships have a factor in parentheses in this position. Those tugs that do not have the obvious TG designator in the class position have a "T" in the special factor position. Maulers have a ✚. A very few units have two or more items in this position.

ATTACK FACTOR: The relative strength of the ship, squadron, unit, or group when attacking.

DEFENSE FACTOR: The relative strength of the ship, squadron, unit, or group when defending.

COMBAT FACTOR: Used for both the attack and defense in cases where the factors are identical.

NOMENCLATURE: A specific pattern is used when referring to the factors on the counters in written, rather than graphic form. This is to write the combat factor (or attack-defense factor), followed by the special factor in parens, followed by a slash, followed by the crippled factors. For example:

the carrier group above would be " 16-19(6)/7-10(3) "
a Klingon D6M would be " 10+/4 "
a Klingon D6D would be " 7-8(4)◆/4 "

(103.4) SPECIAL MARKERS

FLEET MARKERS: Distinguished by color borders. These represent large groups of ships. See (104.0).

RESERVE MARKERS: Distinguished by bold double bars. See (507.0) for their use.

BATTLE INTENSITY MARKERS: Labeled "1", "2", "3", and "4". These are used to determine the intensity of a specific battle. See (304.0). Note that three sets are provided, allowing teams of players to resolve several battles simultaneously. The three sets are in Federation, Hydran, and Klingon colors, but can be used by any players.

BATTLE HEX MARKERS: These are used to mark the hex where a battle is taking place. See (302.31).

DESTROYED/DEVASTATED MARKERS: Marked with a large "D," these are used to mark bases which have been destroyed and planets which have been devastated (508.2). Players will find that after all of the bases in an area have been destroyed, they can simply note that fact on paper and dispense with the markers. Alternatively, the Player Folio can be used for this purpose.

CRIPPLED MARKERS: Marked with a large "C." Used like "Destroyed" markers to indicate bases or units which have been crippled rather than destroyed.

MULTIPLE MARKERS: Marked "X2" or "X3" these are used as a temporary function when there are not enough counters (at least until combat is over). See (805.0).

NO FIGHTER MARKERS show that a carrier has lost its fighters during earlier rounds of combat.

PF/NO PF MARKERS are used to show which bases have PFs deployed there (502.61). These can also be used to indicate bases and PFTs that have lost their PFs.

1 DESTROYED MARKERS: Used in the Combat Procedure to note that one ship in a squadron or group counter has been destroyed. The "2 DESTROYED" markers are similar.

1 CRIPPLED MARKERS: Used in the Combat Procedure to note that one ship in a squadron/group counter has been crippled. The "2 CRIPPLED" markers are similar.

1 OUT MARKERS: Used in the Combat Procedure to note that one ship in a squadron (not group) counter is not in the Battle Force. The "2 OUT" markers are similar.

TURN MARKERS, PHASE MARKERS: These are used on the Turn Record Track and Phase Progress Track on the map to record the current turn and phase. Two sets are provided, allowing the two maps to be used simultaneously by different players for different scenarios taking place at different times.

SHIP MARKERS: These are numbered 1-18, with 1-6 being in Kzinti white/black, 7-12 in Klingon black/white, and 13-18 in Federation blue/black. They are used (with appropriate written records) to represent one or more ships (each) which are not presently included in the game or for which there are (temporarily) not enough counters. They can also be used for CEDSed carrier groups.

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(104.0) FLEET MARKERS AND FLEET CONTROL CHARTS

(104.1) PURPOSE

The large numbers of counters involved in this game can produce physical complexities. To reduce mapboard clutter, the players can use the "Fleet" markers to represent large numbers of ships that are contained entirely within a single hex. Each race is provided with several (usually 8) Fleet markers that can be easily recognized because of their distinctive "border" on all four edges.The content of stacks and Fleet markers is public knowledge known to both sides.

(104.2) FLEET CHARTS

The Fleet markers are used in conjunction with the seven Fleet Control Charts, the separate card-stock charts included with the game. Each chart is marked for the race that is to use it. Each includes eight "Fleet boxes" corresponding to the Fleet markers showing the tactical insignia of that fleet. (Note that the Hydrans, who have only six Fleet markers and six Fleet boxes, share their control sheet with the Tholians, who have only two of each.)

(104.3) USE OF FLEET COUNTERS

To use the Fleet markers, simply remove a stack of counters from a given hex of the map and replace the stack with the marker. Then place the counters represented by the marker in the appropriate box on the Fleet Control Chart. To temporarily combine two fleets, place the marker for one in the box for the other. Ships can be freely shifted between fleets in the same hex without movement.

The use of Fleet markers has no effect on the game, only on the convenience of the players. There is no difference in the rules between a fleet counter representing several ships and the ship counters themselves.

TACTICAL NOTE: THINK AHEAD!

Know the Sequence of Play, and study when things need to be done in order to preserve options for later. As a tug can be used as a repair ship only if there is a tug in the capital, keep a tug there during the turn. Since you can convert ships to more powerful variants at starbases, be sure to retrograde something convertible to each starbase every turn (almost).

TACTICAL NOTE: SHIPS AND UNITS

The most important distinction in the game is the one between "ships" and "units." The term "unit" includes ships, but also the "non-ship units" listed in Annex (756). These are generally slower units (bases, FRDs, convoys, planets) which cannot retreat, react, retrograde, or perform some other functions. Particularly in the Movement Rules, the terms "ship" and "unit" appear often and each may appear several times in the same sentence. For example, rule (203.5) says, in part: "...cannot move UNITS out of a hex containing enemy UNITS unless there are a number of friendly SHIPS in that hex equal to the number of enemy SHIPS." The change from ship to unit was both sudden and subtle, but very significant.

Great care has been taken to use these terms only when specifically correct. Do not use the terms interchangeably.

(104.4) DESIGNATIONS

While the fleets are given historic designations (Kzinti Duke's Fleet, Klingon Red Fleet, Hydran Expeditionary Fleet), these designations do not restrict what can be included in that fleet or where that fleet can operate. (The only restriction is that the ships in a given fleet be from the race represented by that fleet, or from allied fleets.) There is no particular reason, for example, why the Klingon Northern Reserve Fleet (the historic title; not to be confused with a designated "Reserve" fleet that, under the rules, can move during the opposing player's turn) cannot consist of Lyran ships deployed in Hydran territory. In the early turns, the Coalition player or players may find it easier to use the Lyran Fleet markers for all Lyran and Klingon forces in Hydran territory, and then use the Klingon Fleet markers for all Lyran and Klingon forces in Kzinti territory. This will keep the fleets in the same theater on the same control chart.

Many Fleet markers have designations identical to the Peacetime deployment groups, but are not required to be used for that purpose. For example, the Klingon Eastern Fleet is deployed on the Federation border. During the first six turns, these ships will not be moving [exception (600.33) anti-piracy patrols, which don't require Fleet markers]. There is no reason why the marker for the "East Fleet" cannot be used to represent ships from the Home Fleet that are operating in Kzinti territory. Scenario instructions that refer to the "East Fleet being released" on certain conditions refer to a deployment group (Annex 700), not a player-controlled Fleet marker.

Note that the Klingon "Tholian Border Squadron," the Hydran "Old Colonies Squadron," and the Romulan "1st Star Legion" are "Fleets" within the rules.

NOTE: The Command Ratings for some units were changed in the Deluxe Edition. Some Fleet Charts still show the old ratings. The changed units included the Federation CVS and CVB, the Kzinti CV, most of the Battle Tugs, and a few other units. Annex (754.0) is correct.

TACTICAL NOTE: MOVEMENT TACTICS

Players may find it advisable to "pin" some enemy units by moving stronger forces into their hexes or to try and "draw" some enemy units to use Reaction Movement away from the true axis of the main attack.

Generally, ships farthest from the enemy should be moved first as they have fewer options as to where they can attack.

TACTIC NOTE: AGGRESSIVE REACTION

It is possible to conduct an offensive during the other player's turn by proper use of the Reaction and Reserve Movement rules. For example, the Klingons have a Reserve Fleet in 1509 and a force in 1307. Feeling threatened, the Kzinti player moves ships from his capital to the battle station at 1205. The Klingon player then "reacts" with his force at 1307, sending it to 1205 to "intercept" the "approaching" enemy force that entered his Outer Reaction Zone. Adding insult to injury, the Klingons then send their Reserve Fleet to reinforce the "defending" Klingon ships. The result is the destruction of the Kzinti base that they had sought to preserve.

Being aware of this, careful players will not reinforce a base per se, but will place reaction forces behind it that can react to approaching enemy fleets.

Aggressors can use it to intimidate a Defender from entering a given area.

(105.0) SEQUENCE OF PLAY

The game is played in a series of turns, each representing six months of real time. These are referred to as the "Spring" and "Fall" turns of that year.

Each turn is divided into two (or sometimes more) "Player Turns." Generally, the Coalition (Klingon, Lyran, Romulan Empires) player has the first Player Turn, while the Alliance (Federation, Gorn, Kzinti, Hydran, Tholian) player has the second Player Turn. The player who is conducting his Player Turn is known as the "Phasing Player." For example, during the Coalition Player Turn, the Coalition player is known as the "Phasing Player." In cases where the Player Turns are in a different order, the scenario notes will provide specific instructions.

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 Steps 3, 4, and 5) before proceeding to the next step.

NOTE: See (504.3) Orion Pirate Operations.

STEP 1—ECONOMICS: The Phasing Player determines the total number of Economic Points each of his races has. This is done separately for each race. See section (430.0) for details. During this step, remove the Reserve markers placed by the Phasing Player on the previous turn.

The role for each tug must be declared; see (509.32).

STEP 2A—REPAIR: The Phasing Player allocates Economic Points to repair damaged ships/units waiting at bases. Note that each base has a limited number of repairs it can perform. See (420.0) for details.

Note that in Step 7 below, the Phasing Player can conduct "field repairs," which are more expensive but are often more tactically convenient. Each player may want to reserve a few points for this purpose when spending points for production and repair; see (430.6) Deficit Spending.

STEP 2B—PRODUCTION: Using the production system, the Phasing Player determines which new units he receives and where they were built. The appropriate counters are selected and added to those in play on the board at the appropriate shipyard. See (431.0) and (701.0) for details. Note that while there are relatively few production facilities, there are many repair facilities.

STEP 3—OPERATIONAL MOVEMENT: The Phasing Player moves his ships and units within the limitations of the rules on Movement (i.e. up to six hexes except for some special units which move fewer hexes). The Non-Phasing Player may move some ships in Reaction Movement during the same step. See (203.0) and (205.0) for details.

STEP 4—RESERVE MOVEMENT: The Non-Phasing Player can move his designated Reserve Fleets in accordance with the rules on Reserve Movement. Basically, he can move them six hexes to enter a hex in which a battle is taking place. See (203.7) for details.

STEP 5—COMBAT: Each hex in which both players have units becomes a Battle Hex. Combat within that hex is resolved according to the rules on Combat (300.0).

Command Points (308.9) are allocated in this step.

STEP 6—RETROGRADE MOVEMENT: The Phasing Player can move his ships to bases within six hexes within the limitations of (206.0). Simply put, any ship in supply can move six hexes back to a base or planet, but cannot enter a hex containing an enemy unit.

STEP 7—FIELD REPAIRS: Only the Phasing Player conducts this step. Each race is provided with a specific number of repair ships (usually 2 or 3) and can use one of its tugs as a repair ship. These represent not specific ships [exception, tugs (509.0)], but a concentration of repair efforts (spare parts, technicians, etc.) in a given theater of war. These repair ships (422.0) can conduct repairs AFTER the Combat Round, allowing the player to re-establish defensive forces and repair critical units in a given area after heavy combat.

All of the repair ships are placed in the capital hex at the start of this step. They are then moved by Strategic Movement to any base (including planets) in the Strategic Movement grid. FRDs can serve as final destinations for repair ships, but not as intermediary bases during Strategic Movement; see (421.4) and (422.3).

Upon reaching their destination, the repair ships can be used to repair crippled ships in that hex. Each repair ship can repair up to eight Damage Points; see (422.0). Each Repair Point costs one Economic Point.

After completing these repairs, the repair ships are removed from play and returned to the Fleet Control Chart. A tug, if one was used, is returned to the capital.

STEP 8—STRATEGIC MOVEMENT: The Phasing Player can move some of his ships within the limitations of the rules on Strategic Movement. Expressed simply, a ship which starts on a friendly base, ends on a friendly base, never enters a hex adjacent to or containing an enemy unit (even if that hex is occupied by friendly units), never enters an illegal hex, and which enters a friendly base hex every six (or fewer) hexes, can move an unlimited number of hexes. However, only a designated number of units can use this type of movement. However (again) newly built/ repaired/ activated ships, as well as repair ships moved during Step 7, are not included in that total. See (204.0) for details.

STEP 9—ESTABLISH RESERVES: The Phasing Player establishes his Reserve units. Note that each race is allowed only a certain number of Reserve markers. The marker is placed on a stack of ships; the size of the stack must be within the command limits of the ship with the highest Command Rating. Ships designated as Reserves cannot have been moved by Operational Movement during the Player Turn. See (507.0) for details.

This ends one player's Player Turn; the other player then repeats the above steps for his (or her) Player Turn. When both (or all) players have completed their Player Turns, the Game Turn is over and the "TURN" marker is advanced to the next box on the Turn Record Track.

ONE FREE BITE — David Crump

Carrier groups, and particularly the fighter-prone Hydrans, have the advantage of fighting a round of combat with no permanent damage by using fighters to cover their losses. Be careful about doing this if you plan to fight a second round, as fighters (which have no crippled step) are pure (if temporary) losses. A crippled cruiser can still contribute half of its combat power and its full Command Rating, subject to the risk of loss. Small carriers in Reserve can keep the big carriers at full strength.

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(200.0) MOVEMENT

Movement in FEDERATION AND EMPIRE involves physically moving the counters representing spaceships and other units from hex to adjacent hex. There are several forms of movement, all of which are based on the relative speeds of the units involved. The die has no effect on movement.

(201.0) TYPES OF MOVEMENT

There are four different types of movement in FEDERATION AND EMPIRE. Each uses different rules and is conducted during a different phase of the Sequence of Play. The four types include: Operational Movement, Strategic Movement, Reaction Movement, and Retrograde Movement. Reserve Movement and Cloaked Movement are special forms of Operational Movement. Each type of movement is explained below. Retreat (302.7), which has some aspects of movement, is a function of combat.

(202.0) GENERAL MOVEMENT RULES

These rules apply to all four types of movement.

(202.1) PROCEDURE

Units move from hex to adjacent hex across the intervening hex side. They may not skip over hexes. Some units (starbases, battle stations, and PDUs) can never move. Some units (mobile bases and defense battalions) can be moved only by a tug. Some units (repair ships) can only be moved by Strategic Movement. FRDs can be towed (421.21) or move under their own power (421.2).

(202.2) MOVEMENT COST

Each hex entered (regardless of its contents) costs the unit or units moving one Movement Point. Exceptions: (203.8) Cloaked Movement, (421.21) Towing an FRD.

Movement costs are virtually irrelevant in the case of Strategic Movement (204.0).

(202.3) MOVEMENT POINT ALLOWANCE

Each unit receives a new allowance of Movement Points at the start of each phase in which it will use Operational, Reserve, or Retrograde Movement.

(202.31) The Movement Points are received at the start of the Phasing Player's turn, not at the first of the game turn.

(202.32) A unit cannot save unused Movement Points from one turn to be used in the next, or from one phase to be used in another. Units cannot transfer their unused Movement Points to other units. Most ships have a Movement Point allowance of six during each Operational, Reserve, or Retrograde Movement Phase and cannot use the same Movement Point twice.

(202.33) Some units (starbases, battle stations) do not move at all. Some units (PDUs, mobile bases) can be moved by tugs but cannot move on their own. Some units (convoys, FRDs, and others in future products) have a movement allowance of 1 or 2, rather than 6. See (208.0) for several special movement rules.

(202.34) Crippled units have the same movement allowance as uncrippled units.

(202.4) UNUSED MOVEMENT FUNCTIONS

There are certain types of special movement functions used in various games which are not used in FEDERATION AND EMPIRE. While these rules do not propose to list every type of movement in every game ever printed, certain types are listed here to avoid confusing players who may be familiar with certain other games.

(202.41) "Facing" (which of the six surrounding hexes the unit counter is pointing toward) does not matter in FEDERATION AND EMPIRE. Each player can turn the counters for his units in any convenient direction. Units need not move in the direction they are facing.

(202.42) "Turning" (changing directions) is not restricted. Units do not have "turn modes." They are not required to move any number of hexes in a straight line. They may change direction during any part of their movement.

(202.43) There is no additional Movement Point cost to enter a hex containing other units (friendly, enemy, or neutral). There is no additional Movement Point cost to enter or leave a hex adjacent to enemy units, or to move between two such hexes.

(202.44) FEDERATION AND EMPIRE is a strategic-level game. Various tactical-level movement functions used in STAR FLEET BATTLES are not represented in FEDERATION AND EMPIRE. These include emergency deceleration, erratic maneuvering, towing, high-energy turns, docking, breakdowns, sideslips, tactical maneuvers, disengagement, etc. You can assume that your individual ship captains, being graduates of the Academy, are utilizing these functions as the tactical situation requires, but that the effect of these maneuvers cannot be seen from your lofty position at fleet headquarters.

(202.45) Except in the case of retreats, no unit is ever required to move and may, if the owner chooses, remain in its current hex. In some cases, the player would be well-advised to move his units due to the tactical situation.

(202.5) STACKING LIMITS

There are no stacking limits in FEDERATION AND EMPIRE. Any number of units can be placed in the same hex at the same time or can move through the same hex during a given phase. Note, however, that rule (302.3) effectively limits the number of units in a given hex which can participate in combat at one time.

(202.6) ORDER OF MOVEMENT

The owning player (or alliance) may move his units in any order he chooses. While it is generally a good idea to start at one end of the "front line" and work toward the other end (to avoid forgetting some units), the players are not required to do so and may move units in the order that creates the best tactical situation. Some players prefer to move those units farthest from the front lines first as they can reach fewer targets. If races are allied (as in the historical scenarios), each alliance moves as a single entity.

(202.7) KEEPING TRACK OF MOVEMENT

In a large game such as this, it is difficult to keep track of which units have been moved and which have not. Two suggestions are offered here.

1. After moving a unit, turn the counters 90° to the left to show that they have been moved. After the Movement Phase is over, turn them all back to face the player.

2. At the start of the Movement Phase, place a blank marker (an upside down counter, a penny, etc.) on top of each stack and remove it when that stack has moved.

(203.0) OPERATIONAL MOVEMENT

This is the most common type of movement in FEDERATION AND EMPIRE. It is known as "Normal" or "Operational" Movement.

(203.1) WHEN OPERATIONAL MOVEMENT CAN BE USED

Operational Movement takes place only during the Operational Movement Phase [see (105.0) Step 3]. Each player has an Operational Movement Phase during his Player Turn; during his Player Turn only that player's units can use Operational Movement.

Units are moved one at a time (or one stack at a time); the movement of one unit or stack is completed before the movement of another unit is begun.

(203.2) MOVEMENT COST

Each hex entered by Operational Movement costs one Movement Point. [Exceptions: cloaking (203.8), FRDs (421.21)]. Each unit in the game, except where noted, has SIX Movement Points. Units cannot exceed their movement allowance. Units are never required by the rules to expend their entire movement allowance or any part of it.

EXAMPLE: A unit in hex 1010 moves into hex 1011. This expends one Movement Point. The unit continues moving, entering hexes 1112, 1212, 1312, 1412, and finally stopping in 1413. It has moved six hexes and expended its six Movement Points. It could not move another hex during this Movement Phase because it has already used its entire movement allowance for this phase.

(203.3) MOVEMENT POINT RESTRICTIONS

Each unit receives a new allowance of six Operational Movement Points at the start of the Owning Player's turn. These Operational Movement Points can only be used in the owning player's Operational Movement Phase (or in Reserve Movement, see note). Movement Points cannot be accumulated or transferred; see (202.32).

NOTE: Reserve Movement (203.7) is a special form of Operational Movement. In effect, these units do not move when their owner is the Phasing Player, but reserve their movement until the Reserve Movement Step (#4) of the other player's turn.

(203.4) MOVING STACKS

(203.41) While all Movement Points are calculated for individual units, players will usually move their unit counters in stacks. This is largely a matter of convenience; but there is a subtle difference between moving a stack of 10 units and moving each of those units individually.

(203.42) A "stack" of units is generally considered to be any collection of units which begins the turn in one hex, ends the turn in the same hex, and moves to the new hex by the same route. The moving stack might leave some units behind in hexes the stack moved through, absorb some other friendly units in a hex being moved through, end its movement in a hex with other friendly units, or divide itself into two or more stacks that move in different directions. Not all units that start in a hex must be part of a departing stack. Exception: stacks using Cloaked Movement (203.85) must remain together.

(203.43) When encountering enemy units, moving as a stack and moving as individual units may (but is not guaranteed or required to) result in different deployments; see Reaction Movement (205.0).

(203.44) If a stack is divided into several sub-stacks, each of these sub-stacks completes its movement before the next sub-stack begins, and the movement of all such sub-stacks must be completed before other units can be moved. However, these sub-stacks can be moved in any order the owner chooses. Units using Reserve Movement cannot be divided into sub-stacks; however, not all of a Reserve Fleet is required to use Reserve Movement, and some may be left behind in the original hex, see (203.72).

(203.45) Units absorbed into a moving stack are treated as having already moved as many pulses as the moving stack. They must cease movement when the stack ceases to move or when they are dropped off (203.46). In effect, the stack begins with the first units to move and to be treated as a stack; units joining later obey the same limits. However, there is no requirement to absorb units. Those units could be moved independently later in the phase. Units which have already expended their Movement Points cannot be absorbed into a moving stack, but of course all friendly units which end their movement in a single hex are treated as one command for combat; see (302.3).

EXAMPLE: A stack of ships in hex 1010 moves into hexes 1011, 1012, and 1013, at which point a cruiser is absorbed into the stack. The stack continues moving and enters hexes 1014, 1015, and finally stops in 1016. The cruiser has only moved three hexes, but cannot move farther (it forfeits the three unexpended Movement Points) because it was absorbed by and moved with the stack. It could have been left in 1013, however, and moved by itself at a later time without forfeiting Movement Points. This becomes important in cases where the enemy might try to react to and pin a specific unit, but would not try to pin an entire fleet.

(203.46) A stack cannot move farther than its slowest unit; it could leave that unit(s) behind and continue movement. If a stack includes a convoy, for example, it cannot move more than two hexes (the convoy's speed). The stack could drop off the convoy after two hexes and proceed to use its remaining Movement Points.

(203.47) If a moving stack absorbed a convoy during movement, the moving stack could still move two hexes (assuming that the stack could otherwise do so) before stopping or dropping the convoy. Note that convoys, being a special case, create a partial exception to (203.45).

(203.48) An FRD under tow (421.21) absorbed into a moving stack is treated as a convoy in (203.47) if, and only if, the towing ships remain with the FRD during the entire Movement Phase. An FRD not under tow may not be absorbed or placed under tow by a moving stack.

(203.5) MOVEMENT RESTRICTIONS CAUSED BY ENEMY UNITS, i.e. "PINNING"

While a player may move his units into a hex containing enemy units, the player cannot move units out of a hex containing enemy units unless there are a number of friendly ships remaining in that hex equal to the number of enemy ships. Exception (203.55).

EXAMPLE: A fleet (in this case a stack of 10 ships) enters hex 1010, which contains a detachment of three enemy ships. The moving fleet has no restriction on entering hex 1010, but cannot leave that hex unless it leaves at least three of its own ships behind.

(203.51) Note that as the movement of each unit (or stack) must be completed before the movement of another unit (or stack) can be started, the pinning calculations might be made several times for some hexes. Each new group of ships to enter a contested hex merges with any friendly ships already there, and the pinning rules [including (203.55)] are repeated. However, once a given stack (including the ships left behind in various pinning situations) has completed its movement, those ships cannot resume moving if they become unpinned later in that Movement Phase. In the above example, the player could not move three more ships into hex 1010 later during the

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Movement Phase to allow the three units detached from the fleet to rejoin it, but the three new units might be able to continue moving and join the original stack. The player could have moved three units into the contested hex earlier in the Movement Phase in anticipation of the fleet's movement (so that nothing from the original fleet would have to be left behind).

(203.52) Note that as enemy units can move using Reaction Movement (205.0) during the Operational Movement Phase, the Attacking Player may have entered a given hex when it was empty and find that an enemy fleet has reacted into that hex before the moving force could leave it.

(203.53) The movement of non-ship units can be blocked by ships, but non-ship units cannot block the movement of ships or units, nor can they be counted as satisfying a requirement to leave ships behind. See (205.7) for fighters and PFs. Carriers and PFTs cannot leave their fighters or PFs behind, but if the carrier or PFT (including a base) is itself left behind, its fighters/PFs would count for purposes of counter-pinning (203.54).

EXAMPLE: A Federation force including six ships and a convoy enters a hex containing three Klingon ships and a base. The Federation force wishes to move on and must leave three ships in the hex to offset the three Klingon ships. It need not leave a ship to offset the base, but would have to leave ships behind to offset the fighters and/or PFs of the Klingon base and, furthermore, cannot use the convoy to offset one of the Klingon ships (because a convoy is a non-ship unit).

(203.54) Crippled ships (301.8) count as one-half of a "ship" for purposes of restricting movement. That is, a ship can pin or offset a ship, a crippled ship can pin a crippled ship, two crippled ships can pin a ship, and a ship can pin two crippled ships. Fighter (501.9) and PF (502.46) "ship equivalents" count as ships for purposes of pinning and counter-pinning. Fighters, PFs, and crippled ships cannot be combined in "ship equivalents."

(203.55) In the event that enough enemy ships are in the hex to completely pin (i.e. prevent the departure of) a friendly force, compare the Command Ratings of the ship with the largest Command Rating from each side. If the Moving Player's rating is higher, he may move a number of units equal to the difference in the Command Ratings out of the hex. (At least one ship must be left behind in the hex.) The moving force must include the command ship used in the calculation.

EXAMPLE: A Klingon force of 13 ships composed of a D7C, 3 D7, 3 D6, D5V, and an F5Q attempts to move through Federation space. The Federation reacts by sending 3 FFs to intercept the Klingons. The Klingon player can move (13-3 =) 10 ships out of the hex under the terms of (203.5). He elects to move all but the D7C and 2 F5s. The players then compare the Command Ratings of their forces under the terms of (203.55). The Klingons have a D7C with a rating of 9 compared to the Federation's FF with a 3. The Klingon could move up to (9-3 =) 6 more ships out of the hex, but of course they have only 3 ships remaining and must leave a minimum of 1 ship behind. As a result, he moves the D7C and 1 F5 out and leaves 1 F5 behind. The net effect of the Federation reaction is to pin 1 F5 while the Klingon force of D7C, 3 D7, 3 D6, D5V, F5L and F5 move on. The D5V could not leave its fighters behind as the 1 ship minimum (203.53).

(203.551) This procedure might be used after other Phasing Player ships have left the hex by means of (203.5), in which case ships leaving via this rule could join the substack of ships which left by (203.5) (before that first substack actually left the hex), or they could form another stack and move independently. In the above example, the D7C and F5 rejoined the original fleet.

(203.552) Any enemy units which entered the hex by Reaction Movement (205.0) cannot react again to the leaving units. In the above example, the FFs could not react to the departing Klingon ships.

(203.553) If the Non-Phasing units consist only of PFs or fighters, see (303.7).

EXAMPLE: The Klingons move a force of 13 ships including a D7C into a given hex, where they are intercepted by 10 ship equivalents of Kzinti fighters and PFs. The Klingon player notes that one of his ships is a carrier with one ship equivalent of fighters. He leaves this carrier (a 3-ship group counting as 4 ships due to the fighters), the D7C, and 5 other ships (9 ships + 1 ship equivalent) to balance the 10 ship equivalents of Kzinti fighters and PFs and moves the other 4 ships on toward their target (a battle station). Then he compares Command Ratings under (203.55). The D7C has a 9; the fighters and PFs an assumed 3. The different (6) allows the D7C and 5 more ships (and/or equivalents) to join the group moving toward the battle station, leaving 4 ships (and/or equivalents) behind. In the final analysis, 9 of the 13 original Klingon ships reached the battle station (assuming that the carrier was not left behind). See (203.53); if a D5V group with 6 fighter factors (total 4 ship equivalents) had been left behind, 10 of 13 ships would have made it.

(203.554) During Reserve Movement (203.7) and some cases in Reaction Movement (205.6), the roles of Phasing and Non-Phasing Players are reversed for this rule.

(203.555) See (203.82) for special circumstances involving Cloaked Movement.

(203.6) INTERACTION WITH REACTION MOVEMENT

Because Reaction Movement (205.0) allows the opposing player to move during the Phasing Player's Operational Movement, a special procedure must be used when moving units into the Reaction Zone of enemy ships.

(203.61) The movement of each unit (or stack) must be completed before the movement of another unit (or stack) can begin. The movement of each such unit is divided into six "pulses," each of which corresponds to one of the six hexes of movement most units are capable of (203.4).

(203.62) After each "pulse," the opposing player has the opportunity for Reaction Movement. (Obviously, if the hex entered is not in the Reaction Zone of any enemy units, no such opportunity exists.) The Phasing Player simply moves his force one hex at a time, pausing for a moment each time to give the opponent an opportunity to use Reaction Movement. Players may use questions (e.g. "Are you reacting?" "Not this time."), hand signals, or any other form of mutually comprehensible and socially acceptable communication to establish this point. It is important, however, that Non-Phasing Players make it clear if they do or do not intend to react to the current pulse of movement.

(203.63) If the opposing player uses Reaction Movement, the Phasing Player must determine the effect of this on his future movement options and plans before continuing. He may be unable to move the force, or part of it, any farther because of the presence of enemy ships.

(203.64) The Phasing Player may skip his movement during some pulses (tacitly agreeing that he won't be able to move that unit its full six hexes) in an attempt to deceive the Non-Phasing Player. A stack which ends its movement (announced by the owner) with unspent Movement Points is assumed to spend those points in the last hex.

EXAMPLE: A Klingon force has entered the outer reaction range of a Kzinti force (with a scout) 2 hexes away. The Kzinti force did not react as the Klingons hoped. The Klingon player states he will not move during his 4th pulse to give the Kzinti player another opportunity to react.

(203.65) Slower units (e.g. convoys) can conduct their movement during any of the six pulses. See (203.46-7).

(203.7) RESERVE MOVEMENT

This rule governs the movement of Reserve ships. See rule (507.0) for how Reserve Fleets are designated.

(203.71) Reserve Fleets are moved using the rules for Operational Movement, except that no Reaction Movement by the Phasing Player (or any other) is allowed.

(203.72) The Defending Player can move any portion of a designated Reserve Fleet, but the portion that does move must all move together. The moving portion of the Reserve Fleet must include a ship capable of commanding that portion (303.0). The un-moving portion loses its status as a Reserve Fleet.

(203.73) The moving Reserve Fleet must have as its objective a specific Battle Hex (301.2) in which it will end its movement, and it must move to that hex by the shortest legal path (within other restrictions; if more than one such path is available the owning player may select any of them).Two exceptions are allowed: (203.731) and (.732).

(203.731) The moving Reserve Fleet could have as its objective a hex which is not a Battle Hex, but which contains enemy units which are blocking a supply path [see (411.0) and (410.22)] to friendly units, which otherwise would be out of supply during the ensuing Combat Phase. This exception is not allowed unless the actions of the Reserve Fleet or several Reserve Fleets will be necessary and sufficient to open the supply path.

(203.732) One Reserve Fleet could be used to open a path for a subsequent Reserve Fleet which has a legal objective hex, as long as there was no possible alternative by which that subsequent Reserve unit could reach the objective hex. Thus, one Reserve Fleet can move into a hex which is not a Battle Hex if in doing so it allows a second Reserve Fleet to move to a qualified objective hex.

(203.74) If the Reserve Fleet can reach the designated Battle Hex without entering a hex containing enemy units, it must do so.

(203.741) If no such path exists, the Reserve force can enter hexes containing enemy units and must under the terms of rule (203.5) leave behind in those hexes sufficient ships to pin the enemy ships and allow the main Reserve Fleet to proceed toward the objective.

(203.742) The Reserve Fleet cannot leave more than half of its ships (counting fighter or PF equivalents; round fractions down in determining this) behind in this manner and cannot leave its flagship behind (203.551). Carriers and PFTs cannot leave their fighters or PFs behind, but if the carrier or PFT (including a base) is itself left behind, its fighters/PFs would count for purposes of counter-pinning (203.54). The Reserve Fleet must select the route which requires the detachment of the fewest of its ships. If two or more routes requiring this same number exist, the Reserve Fleet must select the one which requires entry into the fewest hexes containing enemy units. If two or more such routes exist, the Reserve Fleet may select any of them.

(203.743) If it cannot fulfill these requirements, the Reserve Fleet cannot move to the designated Battle Hex and will be unable to move at all (unless another Battle Hex is designated.

(203.75) Crippled ships cannot be moved by Reserve Movement.

(203.76) A designated Reserve Fleet can move by Reaction Movement, but forfeits its reserve status. If part of the Reserve Fleet moves by Reaction Movement, the remaining portion which did not move retains its reserve status if it would otherwise qualify as a Reserve Fleet. This may include the designation of a new flagship. If the original flagship left by Reaction Movement and the newly designated flagship cannot control all remaining ships, those excess to its command limits immediately lose reserve status.

(203.8) CLOAKED MOVEMENT

All Romulan ships can use Cloaked Movement. Up to 1/4 (round down) of the Orion ships can use Cloaked Movement; these are selected by the Pirate player (504.1).

(203.81) Cloaked Movement costs three total Movement Points per hex, but the Defender cannot react to it unless the cloaked ships enter a hex containing Defending (or Defender-allied) units or neutral units. [See (203.84) when entering a hex containing friendly units via Cloaked Movement.] A ship can use Cloaked Movement during part of its move and normal Operational Movement during the remainder.

(203.82) Cloaked Movement can be used to leave an enemy-occupied hex. In this case, the number of ships which must be left behind [see (203.5) pinning] is reduced by one-half. Round fractions up when determining the required force; two ships must be left to cover three ships, etc. A player can use this procedure or (203.55) but cannot use both.

(203.83) Cloaked Movement is used only in Operational Movement. It cannot be used in Strategic, Retrograde, Reaction, Retreat (306.1), or Reserve Movement. It cannot be used by crippled ships; see (301.8).

(203.84) Cloaked Movement cannot be used to enter a hex containing units (other than bases and PDUs) friendly to the cloaked ships unless those units are also cloaked.

(203.85) The Romulans can move a maximum of three stacks, each of no more than 12 ships (this cannot be increased), by Cloaked Movement during each Operational Movement Phase. Each stack must move together while cloaked. This is an exception to (203.4).

TACTICAL NOTE: CAPITAL DEFENSE

The Kzintis and Hydrans must accept the fact that their territory will be conquered and their planets devastated. The Coalition is simply too powerful. The best plan is to devote a portion of the economy to building defenses for the capital. Upgrade a defense regiment, or convert a mobile base into a battle station, every turn. It is not impossible, and very useful, to have a combat potential of 300 in the home system.

TACTICAL NOTE: THE MOBILE DEFENSE

Planets, mobile bases, FRDs, and even battle stations are vulnerable to Directed Damage. The only certain way to protect them is to keep the enemy out of the same hex. This is done by large fleets (of frigates and other small ships) in and near the target hex. These fleets react outward (accompanied by a suitable command ship) to meet the enemy before he can reach the target, trapping him in a meaningless battle.

TACTICAL NOTE: THE PULLING GUARD

Retrograde Movement allows you to pull a fleet away from the base it is defending, use that fleet for a counterattack several hexes to one side along the front line, then "retrograde" back to the original base.

For example, Kzinti units in 1205 and 1304 could be moved to 0803 to conduct a counterattack against the Lyrans, then retrograde back to their original bases to guard against a Klingon attack.

This concept allows tremendous flexibility to concentrate forces for a decisive blow and then restore a continuous defensive line.

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(204.0) STRATEGIC MOVEMENT

The purpose of Strategic Movement is to allow the long-range re-deployment of major fleet elements from one theater of operations to another. For example, a Klingon commander beginning a war with the Kzintis might wish to move the Tholian Border Squadron to the Kzinti border.

(204.1) STRATEGIC MOVEMENT PHASE

Strategic Movement is used only in the Strategic Movement Phase of the Player Turn. Each player has a Strategic Movement Phase during his Player Turn; during his Player Turn only that player's units can use Strategic Movement.

(204.2) PROCEDURE

Strategic Movement can only be used between friendly Strategic Movement Nodes (SMNs): starbases, battle stations, mobile bases, tugs acting as Supply Points, 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), but NOT convoys, fleet repair docks [except (422.3)] or tugs [except those using (412.2)]. It is traced on the mapboard as a continuous path of hexes.

(204.21) The moving units must begin and end their Strategic Movement on a friendly Strategic Movement Node. They must not have moved by any other means on the current Player Turn.

(204.22) The moving units can never enter a hex containing enemy units or which is adjacent to a hex containing enemy units (not merely ships). The Outer Reaction Zone of units with a two-hex Reaction Zone does not block Strategic Movement. Units can leave (i.e. begin their strategic move in) a hex adjacent to enemy units by Strategic Movement if they meet all other conditions.

(204.23) The moving units must enter a hex containing a friendly SMN every six hexes or less. As long as this restriction is met, the units can move an unlimited number of hexes (from one end of the map to the other and back several times if required).

(204.24) A tug moving by Strategic Movement can make one pick-up (e.g. of Economic Points) and one delivery per turn; see (435.2). Tugs transporting MBs, see (510.21).

(204.3) LIMITATION

Each of the major races can move a maximum of 10 units (15 for the Federation and Klingons, 5 for the Tholians) by Strategic Movement during the Strategic Movement Phase of his Player Turn.

(204.31) Newly built, repaired, or activated units and groups (including those converted during construction but not existing or activated ships which were converted) can be moved by Strategic Movement on the turn in which they were placed on the map or repaired; these are not included in the limit for the owning race, but are included within the limits of other races if they use SMNs of those races.

Units repaired by repair ships do count against the limits for Strategic Movement; the repair ships themselves do not. Tugs acting as repair ships (422.8) do not have free Strategic Movement. Units repaired by FRDs would have free Strategic Movement only if the FRD was at an SMN on the Strategic Movement grid.

If a group (e.g. a carrier group) includes some newly built ships and some converted old ships, the newly built ships can move strategically for free only if the converted ships move with them; the converted ships count against the Strategic Movement limits.

(204.32) The limitation on each race applies to units which use the SMNs of that race. These ships could, during their movement, enter the territory of other races. (Allies often build bases in each other's territory to allow Strategic Movement without consuming the ally's resources. Such bases must be in supply from the owning race's grid.) Each race can move the stated 10 (or 15 or 5) units, and these units can be of any friendly race.

EXAMPLE: The Alliance player wants to transfer six newly built/repaired Gorn ships from 4503 to the Kzinti starbase at 1304. The ships will be moved by Strategic Movement through Federation territory. This movement will count as six of the allowed Strategic Movement ships for both the Federation and the Kzintis; it will not count against the Gorns since the ships are all newly built or repaired ships. Had those not been new ships, the move would have counted against the Strategic Movement limits of all three races.

(204.33) The moving units need not start or stop at the same bases, take the same route, or travel together.

(204.34) Crippled units can use Strategic Movement.

(204.35) Any race can purchase additional Strategic Movement capability, at a rate of one Economic Point per unit of additional capacity; such additional capability lasts one turn. A race cannot purchase more extra "moves" than it originally had (204.3); the Klingons can purchase up to 15 extra moves per turn, the Gorns can purchase up to 10.

(204.36) Fighters and PFs cannot use Strategic Movement unless carried by a ship. Fighters and PFs carried by a ship do not count against the Strategic Movement limits.

(204.37) Some units have special rules governing Strategic Movement. These include Convoys (414.3), Fleet Repair Docks (421.3), and Repair Ships (422.3).

(204.38) A race's Strategic Movement limit is reduced by two for each of its original starbases lost and not replaced. The replacement bases can be built anywhere within the Supply Grid. A race cannot lose more than one-half (round down to calculate the maximum potential loss, the Federation could drop from 15 to 8) of its original Strategic Movement capability by this rule. Construction of additional starbases does not increase the Strategic Movement capability.

(204.39) The Kzinti Baron's Fleet and Lyran Far Stars Fleet arrive during the campaign by Strategic Movement. They do not count against the Strategic Movement limit for their first hex on the board only. They must enter the board in a hex adjacent to the off-map area (or be placed in their respective off-map area) at the start of the Strategic Movement Phase of the indicated turn. Unless they continue to move by Strategic Movement (and in doing so count against the Strategic Movement limits), the first hex entered must contain a friendly base. If they continue to move by Strategic Movement, they must enter the hex of a friendly base qualified for Strategic Movement within six hexes. These arrivals from off-map need not arrive in the same hex; some could arrive at a base and shift to Operational Movement on the next turn, while others could continue by Strategic Movement to other bases.

TACTICAL NOTE: WHERE IS THAT RULE?

If you can remember reading a rule but cannot find it, try the Sequence of Play (105.0). This includes many rules on a wide variety of subjects.

If you have played the original 1986 edition of F&E, you should compare the rulebooks when interpreting a rule to note any subtle changes made in the Deluxe Edition. Otherwise, your memory may lead you into committing an illegal action.

(205.0) REACTION MOVEMENT

Reaction Movement is the most complicated and most important concept in FEDERATION AND EMPIRE. The general idea is that during the enemy's Operational Movement Phase, as his units move toward and through the defenses of the Non-Phasing Player, that player will be able to move some of his ships to intercept some of the attacking units, possibly forcing the Phasing Player to limit his penetration of the Non-Phasing Player's territory and/or to fight a battle in an area not of his choosing.

(205.1) WHEN REACTION MOVEMENT IS USED

Reaction Movement is used only in the Operational Movement Phase of the opponent's Player Turn. Each ship can make one (and only one) Reaction Movement per opposing Operational Movement Phase. Partial Exception: Units with Outer Reaction Zones; see (205.3).

Note specifically that units react by moving into the hex that the attacking unit is moving into, not the hex that unit is moving out of. Thus, a unit moving away (increasing the range) cannot be reacted to, even with extended reaction.

(205.11) A ship can only use Reaction Movement to enter the hex of an enemy unit which moved during the current Operational Movement Phase. Exception: See (205.33). The reaction to a given enemy unit can occur immediately after a pulse of movement by that unit or (203.64) after a later non-moving pulse of that unit. (Units must react, or decline to react, to each enemy unit as that unit moves; they cannot react to a unit that finished its movement after another unit begins moving.) The presence of unmoving enemy units in a hex does not preclude defending units from entering that hex by Reaction Movement if other enemy units also enter that hex.

(205.12) During the opponent's Player Turn, all units of the Non-Phasing Player are known as "defending units" regardless of the overall strategic situation.

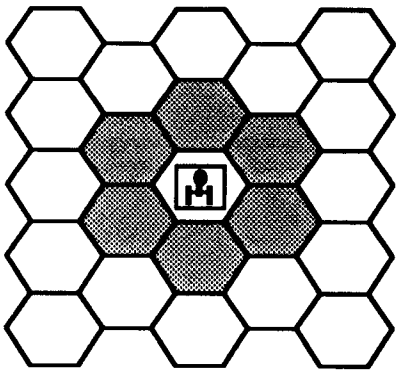
(205.13) Reaction Movement is never used to intercept units moving by Retrograde Movement, Strategic Movement, Reserve Movement, or Reaction Movement.

(205.14) Crippled units and non-ship units cannot use Reaction Movement. Fighters and PFs can use Reaction Movement; see (205.7).

(205.15) Reaction Movement cannot be used to move away from an approaching enemy unit.

(205.2) REACTION ZONES

All ships have a Reaction Zone. (This is similar to the "Zone of Control" in some games.) The Reaction Zone of most ships consists of the six adjacent hexes (those within a radius of one hex) as shown in the figure below.



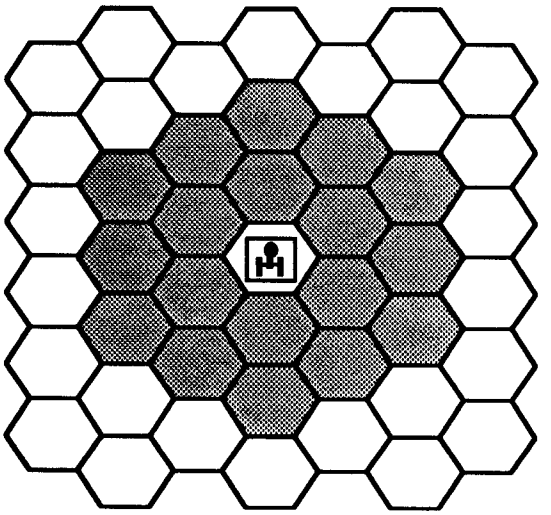
Some units (in some cases) have a larger Reaction Zone; see (205.3).

Whenever an enemy unit enters the Reaction Zone, the defending ship has the option to move into the hex of that enemy unit. It has no other options with Reaction Movement; it cannot move away from the approaching enemy unit or into a different hex.

EXAMPLE: A Klingon fleet of 10 ships is in hex 2110 (having earlier destroyed the Federation base at 2010). A fleet of 5 Federation ships is in 2310. The Klingon fleet moves to hex 2209; the Federation fleet uses Reaction Movement to enter hex 2209 (it could not use Reaction Movement against that Klingon force to go anywhere else). The Klingon fleet can continue moving, but must leave in hex 2209 a number of ships equal to the Federation forces in that hex, in this case 5 ships (or equivalents); see (203.5), (203.55), and (205.6).

(205.3) EXTENDED REACTION ZONES

The Reaction Zone of a ship stacked with a scout and/or starbase, battle station, and/or mobile base (not a PDU) consists of the six adjacent hexes, and the twelve hexes adjacent to those six hexes (that is, those within a radius of two hexes). This is shown in the figure below.



The inner ring of six hexes is known as the "Inner Reaction Zone;" the outer ring of 12 hexes is known as the "Outer Reaction Zone." Enemy units in the Inner Reaction Zone are treated as in (205.2); those in the Outer Reaction Zone are treated as per the procedure here.

(205.31) Ships with a scout capability have a black ◆ diamond symbol in the position normally occupied by the fighter factor. Bases (starbases, battle stations, deployed mobile bases) have the capability but not the symbol. Most ship-scouts lose this capability when crippled, as noted by the absence of the scout symbol on the reverse side (308.5). Starbases and battle stations retain this capability when crippled; mobile bases do not. See (755.0).

(205.32) A ship with an Extended Reaction Zone has the advantage of being able to move two hexes during Reaction Movement. These are moved at separate times (after each hex of enemy movement). If the approaching ship moved into the Outer Reaction Zone on the sixth pulse, the reacting ships can move two hexes to intercept it. The scout is not required to move with the reacting ship; a base, of course, is not capable of doing so.

(205.33) Whenever an enemy unit enters a hex of the defending ship's Outer Reaction Zone, the defending ship may move in Reaction Movement to a hex adjacent to the approaching enemy unit. It has no other options with Extended Reaction Movement; it cannot move away from the approaching enemy unit or into a hex not adjacent to the approaching enemy unit. From that point, the ship is

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treated as a ship with a standard one-hex-radius Reaction Zone (even if a scout accompanied the ship on its move) and can react to the original enemy ship even if it stopped its movement. Exception: No reaction is allowed to units moving away (205.1). Also see (203.64) for data on skipping movement pulses.

(205.34) A unit which moves one hex in long-range reaction to one approaching unit may later move one hex in short-range reaction against the same or a different unit.

(205.35) The long-range reaction must be made before the short-range reaction; each defending ship can only make one reaction of each type each turn and can only make a long-range reaction if it is stacked with (or is) a scout.

(205.36) A scout cannot support two-hex Reaction Movement after it has, itself, moved. It cannot support two-hex Reaction Movement for units which entered its hex by Reaction Movement during the current phase.

(205.37) EXAMPLE OF EXTENDED REACTION MOVEMENT

A Klingon fleet of 10 ships is in hex 2110 (having earlier destroyed the Federation base at 2010). A fleet of 5 Federation ships is at the base in 2308. The Klingon fleet enters hex 2209, which is within the Outer Reaction Zone of the Federation fleet. The Federation fleet moves with Reaction Movement to 2309. The Klingon fleet then has several alternatives for its next hex of Operational Movement. If the Klingon fleet enters hex:

2208 or 2310: The Federation fleet can enter the same hex with Reaction Movement.

2309: The Federation fleet cannot move with Reaction Movement since it is pinned by a larger number of ships. If, for example, the Klingon fleet consisted of 5 ships and the Fed fleet of 10, then 5 of the Federation ships could later react to another passing (adjacent) Klingon force.

2209: The Klingons do not move. The Federation fleet can enter hex 2209 at this point, after another impulse, or when the Klingon player indicates that the movement of that fleet is completed, because even though the Klingons have not moved, that would be an interception of the Klingon fleet to which it originally reacted.

2109, 2110, or 2210: The Federation fleet cannot move because it can only use normal Reaction Movement, having already moved once by Extended Reaction Movement. In this case, the Federation fleet could later use Reaction Movement against any enemy units that entered an adjacent hex.

(205.4) VOLUNTARY NATURE OF REACTION

(205.41) A ship is never required to use Reaction Movement. All of the ships in a given hex are not required to move together in Reaction Movement. Some could move to intercept one enemy force, some could later move to intercept another force, and some could remain in their original hex.

(205.42) Because an enemy unit seeking to bypass the friendly ship may enter two or more hexes that are within the Reaction Zone, there may be several opportunities for Reaction Movement. The defending ships may accept any one, or none, of these opportunities, or various ships may react to each hex of movement within the Reaction Zone.

(205.5) MULTIPLE REACTIONS

Two or more defending ships in the same or different hexes may react toward a single approaching enemy unit.

If two or more players are reacting to the Phasing Player, each writes down his intended reaction, specifying the ships to react and the hexes they are to enter. The written notes are exposed simultaneously and the units moved accordingly. See (301.7) Multi-Sided Games.

(205.6) RESTRICTIONS CAUSED BY ENEMY SHIPS

(205.61) Ships cannot use Reaction Movement if they are pinned; see (203.5) including (203.55).

EXAMPLE: A Klingon fleet (10 ships) is in hex 1006, which contains a detachment of 3 Kzinti (enemy) units moved into that hex earlier in the Movement Phase. A Federation (allied to the Kzintis, and therefore an enemy) fleet of 5 ships enters hex 1106. The Klingon fleet can intercept the Federation squadron in hex 1106, but cannot use its entire force of 10 ships to do so because it must leave at least 3 ships in hex 1006 to cover the 3 Kzinti ships in that hex.

(205.62) A group (757.0) cannot break down to resolve pinning (203.5). If a carrier group with 3 or more ships encounters a single ship, the CV group can ignore the single ship for purposes of (203.5). (A "non-carrier group" cannot ignore enemy ships.) Note that a carrier or PFT might not be a "single ship" if it has a "ship equivalent" of fighters or PFs; see (203.54).

(205.7) REACTION BY FIGHTERS AND PFs

Fighters and PFs can react independently of their carriers and tenders (but not PDUs). Reaction Movement is the only way that fighters/PFs can leave the hex of their base/carrier/tender.

(205.71) A force of six fighter factors (501.9) or six PFs (502.46) is equal to one ship for purposes of (203.5).

(205.72) Fighters and PFs can only react for a single hex (not two hexes).

(205.73) After the Battle Hex is resolved (any number of Combat Rounds), the fighters (and/or PFs) automatically retreat one hex to their base, but cannot be used in combat again during that phase of the Player Turn. If that hex is a Battle Hex, the returning fighters/PFs will not arrive until the battle is over.

If the base/carrier/tender has been destroyed, the fighters/PFs can divert to any other base/carrier/tender of their race within one hex with the capacity to hold them. If no such bases/carriers/tenders are available, the fighters and/or PFs are destroyed and there is no carryover (308.2) as the Battle Hex has been resolved.

If the carrier/tender has moved outside of the one-hex reaction range, treat the fighters/PFs as if their original base had been destroyed.

(205.74) A base/carrier/PFT can send some of its fighters/PFs to intercept one target, some to others, and retain some for its own defense; they need not all react together. The term "base" in this rule includes carriers and PFTs. Note that if fighters (or PFs) move from their base (or support ship) to a separate Battle Hex, and the base is attacked in the same phase, the base will not have its fighters/PFs to use in its own defense.

(205.75) In the case of a Battle Force composed solely of PFs and/or fighters, see (303.7).

MOVE THE FARTHEST FIRST — Bill Walter

When on the offensive, the ships farthest from the front should be moved first. They have only a limited number of targets that can be reached, so the Defender will have a pretty good idea where those ships will go. Moving the closest ships last keeps the Defender guessing and reluctant to reaction move his forces. It also allows the Attacker to keep open his options should the Defender abandon a target by Reaction Movement or change his disposition of forces. This works best on the first turn of the attack when the Defender has too few ships to cover all the possible targets. As the number of targets declines, the defense gets denser and the enemy ships are usually in range of all of them anyway.

(206.0) RETROGRADE MOVEMENT

Retrograde Movement takes place after combat. It is used to evacuate crippled ships (not non-ship units) to repair facilities or to withdraw an overextended force.

(206.1) WHEN RETROGRADE MOVEMENT CAN BE USED

Retrograde Movement is used only in the Retrograde Movement Phase of the Player Turn. Each player has a Retrograde Movement Phase during his Player Turn; during his Player Turn only that player's ships can use Retrograde Movement. Only the Phasing Player can use Retrograde Movement.

(206.2) PROCEDURE

(206.21) The Phasing Player can move any of his ships a maximum of six hexes. This movement must end on a friendly/allied Retrograde Point (base, planet or FRD, but not a tug or convoy) and cannot enter a hex containing enemy ships or a base with a full ship equivalent of fighters/PFs. Captured planets can be used as a Retrograde Point on the Player Turn after their capture.
(206.22) Retrograde Movement cannot enter a hex adjacent to a hex containing enemy ships (or an enemy base with a full ship equivalent of fighters or PFs) unless the hex entered contains friendly ships or is also adjacent to a hex containing friendly ships (or a friendly base with a full "ship equivalent" of fighters or PFs).
(206.23) Retrograde Movement cannot create a new Battle Hex.
(206.24) Ships conducting Retrograde Movement ignore enemy FRDs, convoys, and bases without a full ship equivalent of fighters or PFs.

(206.3) RESTRICTIONS

(206.31) Only ships in supply (at the point at which Retrograde Movement is used) can use Retrograde Movement. Ships supplied solely through a convoy or tug cannot retrograde as those units are not qualified as a Retrograde Point.
(206.32) Convoys, repair ships, planets, planetary defenses, bases, fleet repair docks, and all other non-ship units cannot use Retrograde Movement. An FRD under tow can use Retrograde Movement.
(206.33) Only ships that were in a Battle Hex during the current Player Turn can use Retrograde Movement.

(207.0) OFF-MAP MOVEMENT

There are special rules for moving units off the map.

(207.1) ENERGY BARRIER

The lower map edge (hex numbers ending with 19) represents the edge of the galaxy. There is an energy barrier along this edge which no unit can penetrate. Units cannot leave the map through this edge.

(207.2) OFF-MAP AREAS

Units can leave the map from other map edges ONLY when entering a designated off-map area (506.0).
(207.21) Only units of the owning race (or members of the same alliance who have the permission of the owning race) can enter off-map areas.
(207.22) Units can enter an off-map area by Operational, Strategic, or Retrograde Movement or by Retreat (as allowed by the rules for the type of unit in question).

Units cannot enter an off-map area by Reserve Movement or Reaction Movement.
(207.23) Units enter an off-map area by moving to the map edge in a hex touching such an area and expending another Movement Point (to pay for an imaginary hex off of the map).
(207.24) Units can leave an off-map area by Operational, Reserve, or Strategic Movement (as appropriate for the unit type). They cannot leave an off-map area by Reaction or Retrograde Movement or by Retreat. Units leaving an off-map area by Strategic Movement start counting their six hexes to reach a friendly base with the first hex of on-map movement.
(207.25) Units leave an off-map area by entering a hex adjacent to the area and paying one Movement Point for the hex entered.
(207.26) Ships cannot move into and out of an off-map area during the same Movement Phase. Ships could move out of an off-map area during Operational Movement, fight a battle, and then move back into the off-map area in Retrograde Movement. Exception: See (207.292).
(207.27) Ships cannot react to the single hex of movement which takes an enemy ship into an off-map hex.
(207.28) Off-map areas can be used as a source of supply, originating a Supply Grid exactly as a capital hex.
(207.29) The Federation, Gorn, and Kzinti off-map areas are connected in a limited fashion.
(207.291) Ships can move from one off-map area to another, but require an entire turn to do so. Ships on the map in Kzinti territory could leave the map on Turn 11, move to the Gorn off-map area on Turn 12 [see (207.293)], and enter the map in Gorn territory on Turn 13. Movement between off-map areas is Strategic Movement and counts against the limits. The Supply Grids are not connected between off-map areas and cannot be connected; see also (411.5). Ships cannot move between off-map areas unless both races are at War and allied.
(207.292) Tugs delivering Economic Points (435.2) which must use the off-map routes will take longer than one turn to reach the receiving capital. For example, a Federation tug could leave the Federation capital and move to the Federation off-map area on Turn 9, transfer to the Kzinti off-map area on Turn 10, and then arrive at the Kzinti capital on Turn 11 and continue its Strategic Movement back to the Kzinti off-map area also on Turn 11, returning to the Federation capital on Turn 13 (and possibly picking up Economic Points and returning to the Federation off-map area on the same turn); this is a partial exception to (207.26).
(207.293) The movement between off-map areas counts against the limit of both the sending and receiving race. Also, movement between the Gorn and Kzinti off-map areas counts against the Federation Strategic Movement allowance.
(207.294) In a non-historical campaign (652.0), it could be assumed that the off-map area of any race is "connected" to adjacent allied races (e.g. Lyran-Kzinti). Adjacent areas of non-allied races are not connected (e.g. Kzinti-Fed).

(208.0) SPECIAL MOVEMENT RULES

Certain units have special movement rules. These include:

Fleet Repair Docks (Operational) ..... (421.2)
Fleet Repair Docks (Strategic) ..... (421.3)
Repair Ships ..... (422.3)
Convoys (Operational) ..... (414.2)
Convoys (Strategic) ..... (414.3)

Tugs (509.0) sometimes also move by special rules.

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(300.0) COMBAT

Combat in FEDERATION AND EMPIRE involves fighting between groups of starships (and other units). It is important to remember that combat in this game does not necessarily represent a single battle, but more often represents a series of smaller actions fought during the six-month turn.

(301.0) GENERAL COMBAT RULES

(301.1) COMBAT PHASE

All combat takes place during the Combat Phase. There are two Combat Phases each turn, one during each Player Turn. During each Combat Phase, units of both players will participate in combat and will attempt to damage enemy units. [Note that in some cases there could be three or more players, each with his (or her) own Player Turn including a Combat Phase.]

(301.2) LOCATION

Combat takes place in all hexes which (during the Combat Phase) include units from opposing sides. Such hexes are known as "Battle Hexes." After combat is resolved as per (302.0), one or both players may retreat; see (302.7) for how this is done. If neither force is willing to retreat, the Combat Procedure is repeated; this is known as a "Round of Combat" or "Combat Round." The Combat Phase cannot end until all Battle Hexes have been resolved and there are no hexes on the map containing units of two or more opposing players. Combat takes place entirely within the Battle Hex. There is no way for units in one hex to attack units in a different hex without moving into that hex during the appropriate phase; exception: retreat into another Battle Hex (302.75).

(301.3) PLAYERS

During the Combat Phase, the Phasing Player is known as the Attacking Player (or simply the Attacker) and the Non-Phasing Player is known as the Defending Player or Defender. These titles are used for that Combat Phase only and are used regardless of the overall strategic situation or geographic location.

(301.4) ORDER

All Battle Hexes must be resolved. The Attacking Player can resolve them in any order he wishes. Each Battle Hex must be completely resolved before any other Battle Hex can be resolved. The Attacking Player begins the procedure by designating the Battle Hex to be resolved first (or next). Players then use the procedure in (302.0) Combat Procedure.

(301.5) TACTICAL SITUATION

Players are cautioned to recall that they represent overall strategic commanders, not individual ship or fleet commanders. As such, many of the tactics familiar from STAR FLEET BATTLES (such as emergency deceleration, wild weasels, tractor beams, electronic warfare, etc.) are factored into the combat system and are not represented directly in FEDERATION AND EMPIRE.

(301.6) MULTI-PLAYER GAMES

In games in which there are two or more players playing one or both sides, the players may divide the "front line" into sectors and assign a player to each sector. Pairs of opposing players will then resolve the Battle Hexes in their sectors. The Gorn and Romulan players may resolve the Battle Hexes along their border simultaneously with the Federation and Klingon players (and/or the Kzinti and Lyran players etc.). This will save time when playing the larger scenarios. Three sets of Battle Intensity Markers are provided to facilitate this procedure.

(301.7) MULTI-SIDED GAMES

In games in which there are three or more mutually antagonistic sides [e.g. the Free Campaign (652.0)], each player will have his own Player Turn and will resolve any Battle Hexes involving his own forces and any opponent. This section can be ignored unless using more players.

(301.71) If there are three (or more) mutually antagonistic fleets in one hex, each fleet must, in each Combat Round, form a Battle Force against each enemy. Combat is resolved simultaneously against each enemy. (Any player can, for any of his forces, decline to roll a die and, therefore, score no damage.) Withdrawal requires permission of all enemies. If all enemies wish to pursue, they toss a coin or roll dice to see who does.

(301.72) In a capital (or multi-system) hex, the foreign fleets would have to mutually agree on which systems each would attack. If they cannot agree, each rolls one die with the highest number taking first choice of one system, then alternate. The Attacking Players could have combat with each other also, either in the capital systems or in the "approach battle" area.

(301.73) It is possible in multi-sided games for a Battle Hex to be created without units from the Phasing Player. (Both A and B are reacting toward C, and encounter each other before reaching C, which then turns away.) These Battle Hexes must also be resolved. If neither player has a base, toss a coin or roll dice to determine which will be treated as the "Attacking" Player. The Phasing Player determines when in the Combat Phase this Battle Hex will be resolved, even though he is not a participant.

(301.74) In a three-way battle in a planet hex, if the Defender (planet owner) is defeated first, then the two attackers would have to fight each other for ultimate possession of the planet. A neutral planet is treated as a third player but operated by the Defender.

(301.8) DAMAGE STATUS, CRIPPLES

Most counters have two sides. If the counter is face up (showing the higher factors), the unit is in full operating condition. If the counter is face down (lower factors), the unit is crippled. A player turns his counters upside down as directed by the Combat Procedure below. See (433.414) for a partial exception regarding base counters.

Some units do not have crippled sides. These include convoys, FRDs, and PDUs.

Crippled units have the same movement allowance as uncrippled units (202.34) and retain their Command Ratings (303.6); see (302.32). Crippled units cannot use Reaction (205.14), Reserve (203.75), or Cloaked (203.83) Movement, but they can use Strategic Movement (204.34). Crippled ships count as a "half ship" for pinning (203.54) Most crippled scouts (205.31) and all maulers (308.4) lose their abilities. Pods cease to function on crippled tugs (509.4). Crippled ships cannot use the cloak in combat (306.0). Crippled ships can be pursued (307.0).

If the unit is destroyed in combat, the counter is removed from the map and placed in a convenient place where it may be used later to represent a new unit built during the game. Possible exception: (305.0).

(302.0) COMBAT PROCEDURE

Each Battle Hex is resolved by the following procedure, which must be followed exactly for each round.

Players begin the resolution of each Battle Hex with Step 1, which could (in some cases) end the battle before it begins. Players then proceed until Step 7 (unless all units on one side are destroyed in Step 6, in which case the Battle Hex is resolved) where both have the option to retreat. If either retreats, Step 8 is used to resolve the pursuit of the retreating forces. If neither retreats, the players must return to Step 2 and fight another Combat Round. If both retreat, neither pursues.

Once a given Battle Hex is resolved, the players proceed to another Battle Hex, beginning its resolution with Combat Procedure Step 1.

After all Battle Hexes are resolved, the Combat Phase is over and the players proceed to the next phase.

(302.1) STEP 1—WITHDRAWAL BEFORE COMBAT

(302.11) The Defending Player announces if he will voluntarily withdraw his forces. If not, go to Step 2. The Attacking Player then announces if he will oppose the withdrawal.

(302.12) If the Attacking Player did not oppose the withdrawal, the Defending Player may retreat some or all of his ships and there is no pursuit. Note that only ships can retreat, not non-ship units. Fighters must retreat with their carrier; PFs must retreat with their PFT; see (302.72).

(302.13) If the Attacking Player opposed the withdrawal, the Defending Player may withdraw some of his ships but is not required to withdraw any. The Defender has two methods for calculating how many of his ships he may withdraw and may select either method at his option. Also see (306.1) Evading Combat with Cloaks.

OPTION #1: He may withdraw up to one-half of his ships. Round fractions down when determining how many ships may withdraw; a single ship could never withdraw without permission.

OPTION #2: The Defender may withdraw any number of ships as long as he leaves a number of ships in the hex equal to the number of attacking ships in that hex.

NOTE: In the case of either option, see (203.54) for crippled ships, fighters, and PFs. Fighters and PFs cannot be left behind unless their carrier/tender/base is also left behind; see (302.72). One of the three units with the largest Command Rating must remain behind and must be the flagship (302.32) of the Battle Force in the first Combat Round.

EXAMPLE #1: The Attacker has 10 ships, the Defender has 4. Under Option #1, the Defender can withdraw 2 ships (half of 4); under Option #2, he cannot withdraw any ships.

EXAMPLE #2: The Attacker has 4 ships, the Defender has 10. Under Option #1, the Defender can withdraw 5 ships (half of 10); under Option #2, he can withdraw 6 (leaving 4 behind to screen 4 attacking ships).

(302.14) Any withdrawal or retreat by either player is done using the procedures for Retreat given in Step 7 below. All retreating ships go to the same hex; see (302.73).

Full-strength groups of fighters or PFs (302.35) count as "ships" for purposes of withdrawal. Note, however, that (302.72) prohibits a carrier or PFT from leaving its fighter/PFs behind.

(302.15) If all of the defending units withdraw from the Battle Hex (they must have all been ships to do so), go to Step 7 (302.7), but remember that there will not be a pursuit battle if the withdrawal was unopposed. If some or all defending units remain in the hex, go to Step 2.

(302.2) STEP 2—ACTION WITH BASES

(302.21) This step is used only if there is a base in the Battle Hex. It is required because the hex is considerably larger than the range of the base's weapons.

Planets (with or without PDUs), FRDs, tugs serving as supply points, and convoys are treated as bases for purposes of these rules. While they may lack the long-range weapons of a base, the owner will defend them much the same. Thus, an FRD can be required to be in the Battle Force (in a non-approach battle) where it probably will be destroyed. See also (306.3) Cloaked Approach.

If no base is present, proceed directly to Step 3.

If there is a base (planet, FRD, convoy), the following sub-steps must be performed.

(302.22) SUB-STEP 2A—APPROACH BATTLE: The Attacking Player may challenge the Defending Fleet to fight at a distance from the base sufficient for its weapons and scout sensors (but not its fighters or PFs) to be ineffective. This is known as the "approach battle."

The Attacker IS REQUIRED to make this offer on the FIRST Combat Round in each Battle Hex.

If the Attacking Player declines to make the challenge (he cannot decline on the first round), or if the Attacking Player challenges and the Defending Player declines, proceed to Sub-Step 2B.

If the Attacking Player makes the challenge and the Defending Player accepts, proceed to Step 3, but the base (including its scout sensors) is not used in resolving the battle. The base's fighters and PFs may be used as independent units; see (501.4) and (502.41). Fighters and PFs from the base or PDUs used in the approach battle count against the command limits of the Battle Force.

The Attacking Player may offer an approach battle on any round, even after fighting a battle at the base itself.

(302.23) SUB-STEP 2B—BASE BATTLE: If not fighting an approach battle, the Attacking Player then has the option of fighting near the base. If the Attacking Player declines this option, he must retreat from the hex using the procedures in Step 7 below. The attacking forces can be pursued under the terms of (302.8), but because of the "head start" (the Attacking Fleet is at a distance offering an "approach battle"), +1 is added to the die roll in (307.2).

(302.231) If the Attacking Player takes this option, proceed to Step 3. The base (planet, convoy, and/or FRD) must be used in the battle. A base may or may not count against the Command Rating; see (303.3). If there is an FRD and/or convoy in the Battle Hex, it/they (all) must also be included; see (303.4) for Command Rating effects.

(302.232) It is theoretically possible that there could be two bases in different areas of the Battle Hex (433.411). In this case, any convoys or FRDs are assigned to one base or the other at the start of this sub-step; this assignment cannot be changed for the remainder of the Combat Procedure (i.e. until the Battle Hex is resolved). The Attacker then selects one of the bases to attack. That base (and any convoys or FRDs stationed there or all tugs performing a deployment or upgrade) must be included in the battle; the other base (and its FRDs, convoys, or tugs) is not included; however, it (but not a PDU) can send its fighters and/or PFs to support the battle at the base under attack.

(302.233) Tugs setting up mobile bases (510.2) must be in the Battle Force [possible exception (302.232)], or they are judged to have abandoned the mobile base (which is then lost and removed from play). Tugs conducting base upgrades (433.41) must be in the Battle Force, or they are judged to have abandoned the upgrade (the EPs paid for it are lost, the upgrade is cancelled). Tugs used in this fashion are included in the command limits of the defending Battle Force, and their combat potential does count as part of the force, without any effect on the construction or upgrade operation. If the tug is destroyed, see (433.41).

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(302.24) ATTACKER'S BASE: It is theoretically possible for the Attacking Player to have a base in the Battle Hex (e.g. when moving through a hex containing a friendly base, enemy ships react into the hex). In this case, reverse the roles above for Step 2 only.

(302.3) STEP 3—BATTLE FORCE DETERMINATION

It has been noted that there are no stacking limits in FEDERATION AND EMPIRE and that any number of units may be placed in a given hex. However, due to the problems of Command, Control, and Communications, there is a limit on the number of units which can be used in combat. Both players must select, from the units they have in the Battle Hex, a "Battle Force" to be used in combat. This Battle Force may or may not include all of the units in the Battle Hex.

(302.31) ORGANIZATION: This step is performed secretly and simultaneously by both players. Each player removes his units from the Battle Hex, marking that hex with one of the "Battle" counters. The counters are then placed on the Battle Board (or in a convenient area) and organized. If there is a base or planet (with PDUs) in the hex, obtain the appropriate generic counter(s). See also (433.414).

(302.32) FLAGSHIP: Each player secretly selects one of his units to be the flagship of the Battle Force. (A base can be a flagship, but is still treated as a "non-ship unit.") This must be one of the three units with the highest Command Ratings. (If four or more units have equal Command Ratings and this rating is the highest, any of them can be used.) Crippled units may be excused from this selection process at the owning player's option. Units in the hex but not in the Battle Force are called "Reserves."

If the only units in one "fleet" are fighters and/or PFs, that player has no flagship but 3 ship equivalents may be in the Battle Force; see (303.7). Note that this paragraph cannot apply if there are any ships or bases in the hex.

Convoys and FRDs have no Command Ratings. They are required be in the Battle Force (302.231) but are not involved in flagship selection.

(302.33) COMMAND RATINGS: Each player then determines the Command Rating for this flagship from Annex (754.0) and selects from the units in the Battle Hex a number of units (in addition to the flagship) equal to or less than this Command Rating (303.0). This is the Battle Force. Example: a DN (Command Rating 10) would be one ship in an 11-ship Battle Force. The ship in the Battle Force with the highest Command Rating must be the flagship. See also (302.337) Augmentation.

(302.331) Multi-ship counters are counted as the number of ships they include, not as a single unit. A counter labeled 6D5 counts as six ships, not as one. A counter labeled 3CVB counts as three ships.

(302.332) Fighters in the same Battle Force as their carrier do not count against the command limits (501.3). Fighters operating independently of their carrier (501.4) count against the Battle Force as ship equivalents (501.9). No more than three ship equivalents of fighters can be included in any Battle Force, including those within (302.35) and outside of the command limits. [See (302.352) Federation exception.] This limit does not apply to fighters assigned to PDUs and bases in the same Battle Force as their base. Hydran fighters from non-carrier ships do not count against these limits [or (302.334) below] if their ship is in the Battle Force.

(302.333) PFs in the same Battle Force as their PFT do not count against the command limits (502.41). PFs operating independently of their PFT (502.41) count against the Battle Force as ship equivalents (502.46). No more than three ship equivalents of PFs can be included in any Battle Force, including those within (302.35) and outside of the command limits. This limit does not apply to PFs assigned to PDUs and bases in the same Battle Force as their base.

(302.334) No more than 3 total ship equivalents of fighters and/or PFs can be included in any one Battle Force. This limit does not apply to fighters and PFs assigned to PDUs and bases in the same Battle Force as their base.

(302.335) Bases, convoys, PDUs, and FRDs required to be included in the Battle Force (302.23) do not count against the Command Rating.

(302.336) Each player can have one and only one Battle Force in each Battle Hex. Exception: See rules on Multi-Sided Games (301.7) and capital assaults (511.5).

(302.337) See (309.0) for the use of drone ships, and see (308.53) for the use of a scout, to augment the Battle Force. Augmentations are never mandatory.

(302.34) ROUNDS: If more than one round of combat is fought in a given Battle Hex, the original Battle Force is dissolved and all units in the Battle Hex are used as a pool to select the next Battle Force. Exception: see (512.3) Tholian Webs.

(302.35) EXTRA FIGHTERS/PFs: A carrier, carrier group, base, or PF tender which is in the Battle Hex but which is not part of the Battle Force can send its fighters or PFs to participate in the Battle Force. These carrier/PFTs cannot be attacked except by (302.563).

(302.351) Each squadron of six (or fewer) fighter factors (not necessarily from the same ship) or six (or fewer) PFs counts as a "ship" for purposes of the Command Rating when employed separately from the base, carrier, or PFT.

Note that partial ship equivalents [see (501.9) for fighters and (502.46) for PFs] count against the command limits but do not count as a full ship for other purposes such as pinning (203.5). Fighters, PFs, and crippled ships cannot be combined into ship equivalents; see (203.54).

(302.352) FEDERATION EXCEPTIONS: Some carrier groups have partial exceptions to the above limits.

- CVB: The eight fighter factors group count as one ship equivalent for command purposes. Nominal group is six fighter factors.
- CVA/CVN: The 15 fighter factors count as two ship equivalents for command purposes. Nominal group is 12 fighter factors.
- SCS: The 24 fighter factors count as three ship equivalents. Nominal group is 18 fighter factors.

The Federation carriers are given special exemptions because they are carrying no more actual fighters than any other carrier group, but the fighters (F-15 on the CVB, F–14/A–10 on the CVA, F–14/A–20 on SCS) are sufficiently superior that their combat factors are higher.

If the Fed CVB is reduced to 6 fighter factors (or the CVA to 12, or the SCS to 18) or fewer, the remaining fighter factors are simply combined with other fighter factors in the Battle Force and the special cases are ignored.

For purposes of independent operations, the 15 fighter factors on the Fed CVA are divided into a squadron of 8 factors (the F–14s) and a squadron of 7 factors (the A–10s). The fighters on an SCS are divided into a squadron of 6 factors (F–18s), a squadron of 8 factors (F-14s), and a squadron of 10 factors (A–20s). These squadrons are "ship equivalents" under (501.9) and (302.332).

(302.36) MINIMUM FORCE: The Battle Force must include at least half of that player's ships in the hex (round fractions up) unless the Command Rating of the flagship cannot control that many units, in which case the player must use the maximum number of units it can control in the Battle Force, or unless the available units cannot be broken down to form such a force. Unchosen flagship candidates (302.32) may be excused from this calculation at the owning player's option. Independent fighter/PF ship equivalents cannot account for more than half (round down) of the Battle Force. See also (512.2) Tholian webs.

EXAMPLE #1: A Klingon fleet consists of a D7C, 6xD7, 6xD6, 1xD6D, 6xD5, 3xF5Q, and 1xF5S, for a total of 30 ships in a single hex, so half of them would have to be in the Battle Force for a total of 15. But the D7C (the flagship) has a Command Rating of 9, so only 10 could be in the Battle Force.

EXAMPLE #2: A Federation fleet consists of 1xDN, 1xCC, 1xCVB, 2xCA, 2xCL, 4xFF, 1xSC, for a total of 14 ships in one hex. The DN is crippled. The Federation player must select a flagship from his three top units, which are the DN (rating 10), the CC (rating 9), and the CVB (rating 9). He is allowed to excuse the DN from the process because it is crippled (302.32), and does so, replacing it in the "flagship selection pool" with one of the CAs (rating 8). He selects the CVB as flagship since he wants to include its fighters in the Battle Force and (if it is the highest rated ship in the Battle Force) it must be the flagship anyway. This allows him to keep the CC out of battle. The rules require half of the ships in the hex to be in the Battle Force, so the Federation player (trying to minimize the risk to his large ships on Turn 7) decides to use 7 ships. As this is under the Command Rating of the CVB, there is no further reduction. Noting that the CVB is three ships (its fighters do not count as a separate ship since the carrier is in the hex), he selects the four frigates for inclusion (i.e. for cannon fodder).

INTERPHASE: BATTLE INTENSITY

If the optional Battle Intensity rules (304.0) are in use, determine the BIR before proceeding to Step 4.

(302.4) STEP 4—DAMAGE DETERMINATION

This step is performed simultaneously by both players using the following procedure:

1. Each player calculates the total attack factors of all units within his Battle Force; this is the combat potential. See (309.0) Drone Bombardment.

2. Each player rolls one die and determines the Damage Coefficient from the Combat Coefficient Table. See (306.2) Cloaked Attack, (305.21) Captured Ships, and (308.5) Scouts for possible die roll shifts. See (308.6) for information on cumulative die roll shifts.

3. Each player multiplies the combat potential by the Damage Coefficient to produce the Combat Damage Result, which is expressed in a number of Damage Points. (Drop fractions of 0.49 or less; round fractions of 0.50 or more to the next higher number.) These points will be resolved in Steps 5 and 6 below.

4. Adjust the Damage Points from item 3 to account for plus and minus points (308.2) from previous Combat Rounds.

Note that as this step is simultaneous; units damaged or destroyed in a round still count toward scoring damage on enemy units in that round. Players may use a calculator or the table on page 28 of this rulebook to speed these calculations.

STANDARD COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
COEFFICIENT	20%	25%	25%	30%	30%	35%

EXAMPLE: A Klingon Battle Force has a D7C (9 attack factors), three D7s (each 8 attack factors), and an F5 (5 attack factors). This is a total of 38 attack factors, giving a combat potential of 38. The die roll is (for this example) a "3," giving a Damage Coefficient of 25%. Multiplying 38 by 25% produces 9.50 Damage Points (rounded up to 10). This Combat Damage Result indicates the number of enemy units (expressed in terms of their defense factors) which have been damaged or destroyed.

(302.5) STEP 5—DIRECTED DAMAGE

Directed Damage represents a decision by the Battle Force commander to select a specific enemy unit as a priority target. This will usually be a scout, PDU, flagship, PF tender, base, or some other key unit, rather than just a randomly selected cruiser. While the player is not in the role of the Battle Force commander, he has presumably told that officer to target particular enemy units as a matter of general policy. A player is not required to use this procedure in every battle or any battle.

(302.51) The Attacking Player may, at his option, select one unit from the Defending Player's Battle Force. (In pursuit battles (307.4), he may select more units.) He may select a multi-ship counter, such as a carrier group (308.1) which cannot break down, but cannot select two different counters. He cannot select a three-ship or six-ship squadron counter that is able to break down, but he can select one of the ships that it contains or can select a multi-ship group which cannot break down. Note that by definition he must select a unit which he has sufficient Damage Points to damage by the procedure below. See (508.12) when selecting PDUs for Directed Damage.

(302.52) The Attacking Player then deducts from his Damage Points a number equal to double the defense factor of the selected unit. (This establishes the ratio of two actual to one effective Damage Points used by Directed Damage.) The selected unit is then flipped upside down showing that it has been crippled. If the unit was already crippled, then it is considered destroyed. See Captured Ships (305.2) for an optional rule. See (508.12) for resolving Directed Damage against PDUs.

If the targeted unit was crippled by the Directed Damage, the Attacking Player can repeat the procedure to destroy the crippled target unit, using a number of Damage Points equal to double the defense factor of the crippled unit. He cannot, however, switch to a second target unit.

The player using Directed Damage must have the full number of points required (i.e. double the defense factor), not simply half as many; see (302.61).

The Defending Player can then repeat the procedure upon one unit from the Attacking Battle Force.

(302.53) A player using Directed Damage against a unit is not required to destroy its fighters or PFs [see (501.7) and (502.45)]. However, any fighters/PFs remaining at the end of a Combat Round when their support unit is destroyed or crippled must be transferred [see (501.6) and (502.44)] to other units able to carry them (in the same hex), or they can be used to satisfy further damage requirements in that Combat Round. PFs may transfer (502.44) to a base/tender in an adjacent hex (arriving at the end of the Combat Phase). Fighters and PFs become "minus points" (308.2) only if transfer is impossible. In effect, it is "transfer or die" at the end of EACH Combat Round.

(302.54) A player designating Directed Damage against fighters or PFs has two options.

OPTION #1: The designating player may do so against any or all such units in the opposing Battle Force, not merely against one such factor or "ship equivalent" group of factors. In such case, however, the owning player selects which carriers (bases, tenders, PDUs, etc.) that the destroyed fighters/PFs are removed from.

OPTION #2: The designating player can select as the target for Directed Damage all (or some) of the fighters or (not and) PFs assigned to a single given unit. Unit includes a base, PDU, carrier, PFT, or an independent fighter/PF unit. In such case, only a limited number of fighters/PFs can be destroyed, but the designating player can decide which carrier (or whatever) loses them.

(302.55) If all units belonging to one or both players are destroyed, the Battle Hex has been resolved. Otherwise proceed to Step 6.

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(302.56) SPECIAL CASES

(302.561) Maulers (308.4) allow some Damage Points to be used more effectively.

(302.562) When using Directed Damage on ships using the Formation Bonus (308.7), three actual Damage Points are required for each one effective point rather than the usual ratio of two actual to one effective point in (302.52). Maulers have a reduced effect (308.45).

(302.563) Support ships outside of the Battle Force but contributing to its combat potential [such as drone ships using (309.0), carriers using (501.4), and PFTs using (502.41)] can be attacked by Directed Damage, but it takes three actual Damage Points for each effective point rather than the usual ratio of two actual to one effective point in (302.52) and maulers do not have the (308.4) effect. Bases and PDUs cannot be attacked by this rule.

(302.564) Scouts have a self-defense capability that reduces the effect of Directed Damage; see (308.52).

(302.6) STEP 6—DAMAGE ALLOCATION

After resolving Directed Damage (if any), each player must resolve the remaining damage against the units of his Battle Force. The Defender does this first. This is not done secretly; each player should check the other's arithmetic as the damage is resolved.

PROCEDURE: The Defending Player must give up (by crippling or destroying them) enough of his units to resolve the remaining Damage Points scored by the Attacking Player. This is based on the defense factors of the units he selects. Turning an uncrippled unit over (i.e. to its crippled side) resolves a number of Damage Points equal to the defense factor shown on the undamaged side. Removing a crippled unit (i.e. destroying it) resolves a number of Damage Points equal to the defense factor shown on the crippled side. Destroying an uncrippled unit (i.e. crippling it, then destroying the crippled unit) resolves a number of Damage Points equal to the sum of the defense factors on both sides. Note that some units (convoys, FRDs) do not have a crippled status and are destroyed when damaged. Units in the Battle Force Reserve cannot be damaged.

The Attacking Player then resolves the Damage Points scored by the Defending Player against the attacking Battle Force by crippling/destroying some of his units.

(302.61) The owning player selects which of his units will be crippled or destroyed to satisfy the Damage Points scored by his opponent. He may select these units in any order, but selects them one at a time. When the remaining number of unresolved Damage Points is less than half of the smallest defense factor of the remaining units in the Battle Force, these Damage Points are ignored. If the remaining unresolved Damage Points are equal to half or more of the smallest defense factor of the remaining units, the owning player must damage a unit (cripple a unit or destroy a crippled unit) even if in doing so he gives up more defense factors than the other player has remaining unresolved Damage Points. See (308.2). A player could be forced to accept a CEDS step (308.1) if that is the only way to resolve the damage scored on his force. [Note that as each fighter factor is a 1-point unit, points cannot be left over as long as the target units have fighters remaining. As each PF is a 2-point unit, a single remaining Damage Point would destroy a PF but leave one "minus point" (308.2).]

(302.62) Damage Points scored in one Battle Hex cannot be transferred to another Battle Hex or used in subsequent battle on a different turn in the same Battle Hex. See (308.2) for a possible exception. Also, if a Battle Hex is resolved but subsequent retreats from other Battle Hexes create a new battle (302.75) in the previously resolved hex, this is treated as a new Battle Hex and points do not carry over.

(302.63) If all units belonging to one player (all but one player in multi-player battles) are destroyed, the surviving player has the option to retreat. If he elects this option, proceed to Step 7. If not, the Battle Hex is resolved; proceed to the next Battle Hex.

If all units belonging to both (or all) players are destroyed, the Battle Hex is resolved. If both (or two) players still have units in the hex, proceed to Step 7.

INTERPHASE: CAPTURED SHIPS

If using the optional Captured Ships rules (305.0), this is resolved at this time. If the only unit in the Battle Hex belonging to one player is captured, the Battle Hex is resolved. Proceed to the next Battle Hex.

(302.7) STEP 7—RETREAT

As the Combat Phase cannot end with units of both players (or alliances) in the same hex, one player or the other must retreat his remaining forces [or the forces of one player/alliance must have been destroyed, see (302.63) above]. This is known as a retreat or as Retreat Movement. Retreat is not a form of movement. Note that the Battle Hex cannot be resolved unless all units belonging to one player are destroyed, captured, or retreat.

(302.71) WHO MUST RETREAT: After resolving all Damage Points, the Defending Player has the option to retreat out of the hex. If he does so, this is done in accordance with the rules below.

Whether or not the Defending Player exercises this option, the Attacker then has the option to retreat. If he does so, this is done in accordance with the rules below.

Whether or not the Attacking Player exercises his option to retreat, the Defending Player is, once again, given the option to do so under the rules below (if he did not do so earlier).

If either player retreats, the Battle Hex in question is resolved and play moves on to another Battle Hex; see (302.8). If neither player retreats, the Battle Hex is not resolved and the players must return to Step 2 (above) and repeat the procedure from that point.

(302.72) HOW RETREATS ARE CONDUCTED: The player(s) who has decided to retreat moves all of his ships in the Battle Hex (including those not part of the last Battle Force used, if one was formed at all) one hex in any direction within the limits of the rules on Retreat Priority below. Exception: The Defender of a capital hex can retreat some of his units without being required to retreat all of them.

If there are units in the hex which cannot retreat (bases, PDUs, FRDs, convoys), the Battle Hex is not resolved and will require additional Combat Rounds, but the non-retreating player cannot pursue the retreating ships. Devastated planets without PDUs (or residual defense units) do not block pursuit.

Retreating carriers must take their fighters with them. Retreating PFTs must take their PFs with them. This assumes that the fighters and PFs have survived to this point. They could transfer their fighters and PFs to units that were not retreating if the receiving units have space for them.

(302.73) RETREAT PRIORITY: All retreating ships must go to the same hex (including those which withdrew before combat in Step 1 and those which retreated afterward in Step 7). In selecting a hex to retreat to, the player must obey the following requirements. The requirements are stated in order of priority; in the case of a conflict, each requirement has priority over the requirements below it. In effect, each item further restricts the number of available hexes to select a retreat option.

The retreat priorities are in order from 1 (highest, most important) to 4 (lowest, least important). The units can retreat into one of the six surrounding hexes subject to the retreat priorities given; use each step to eliminate some hexes; after all four steps, select one of the remaining hexes. If a given priority eliminates all remaining hexes, ignore it but continue to analyze the remaining priorities.

1. The player can, regardless of any priorities below, select a hex in Neutral Territory. However, other restrictions will then apply; see (503.0) Neutral Territory. No player can be forced to enter Neutral territory regardless of the remaining priorities. This is always a voluntary action.

2. The player cannot select a hex containing a number of enemy units greater than the number of ships in his retreating force (plus friendly units already in that hex) unless no other hex is available. A planet with one or more planetary defense units counts as a single unit; any fighters or PFs of the PDU are formed into ship equivalents as per (302.35) in addition to the PDU.

3. The player cannot select a hex in which his force would be out of supply if there is a hex available (not previously eliminated) in which his force would be in supply. A player cannot select a hex farther from his Supply Point (i.e. "forward retreat") unless there is no alternative that is closer or the same distance. A player must select a hex that is closer to the nearest Supply Point if one is available.

4. The player cannot select a hex containing enemy units unless there is no available hex (note those eliminated above) which does not contain enemy units.

NOTE: The Attacking Player must carefully select the order in which he resolves Battle Hexes to make sure that his forces have adequate retreat routes.

(302.74) SLOW UNITS: As some units (bases, FRDs, PDUs, convoys) cannot retreat, a retreating force is not required (or able) to take these units with them. Such a unit, left behind after ships retreat from a Battle Hex, remains functional and forces the players to return to Step 2 above. Ships leaving these units behind cannot be pursued.

(302.75) CREATION OF BATTLE HEXES: Retreating into a hex containing enemy units but no friendly units creates a new Battle Hex. Units retreating into a hex that already contains units from both players are simply added to that battle. The ships fight again and might retreat again (and again). It is theoretically possible for a hex to be the site of two battles, the second being fought by groups retreating from battles fought after the first was resolved.

(302.8) STEP 8—PURSUIT

If using the Pursuit Rules (307.0), any pursuit must be resolved before the Battle Hex is deemed resolved.

(302.9) CYCLE

If the Battle Hex has not been resolved, return to Step 2 and go through the procedure again.

If the Battle Hex has been resolved, proceed to the next Battle Hex and start over with Step 1.

If the last Battle Hex has been resolved, proceed to the next phase of the turn.

(303.0) COMMAND RATINGS

All units are assigned a Command Rating by Annex (754.0). These are used in Step 3 of the Combat Procedure (302.3) to determine the size of the Battle Force.

(303.1) The Command Rating of the player-designated flagship specifies the number of units which can be used in the Battle Force. THIS DOES **NOT** INCLUDE THE FLAGSHIP ITSELF. [Exception: (303.7)]

(303.2) In the case of carrier groups acting as a flagship, the carrier itself is the flagship and the escorts must be counted against the Command Rating. For example, the Kzinti CVA comes in a group of four ships including the CVA itself and three escorts. If the CVA (rating 10) is the flagship, the three escorts count against Command Rating meaning seven other units can be used. The fighters do not count against the Command Rating if the carrier group is in the Battle Force.

(303.3) Bases can serve as flagships if the base is included in the Battle Force. Command Ratings for bases are in Annex (754). If another flagship is designated, the base can be included without counting against the Command Rating.

(303.4) PDUs cannot serve as flagships. If combat takes place at the planet (or capital system), the defenses of the planet are included in the Battle Force but do not count against the Command Rating.

(303.5) ADVANCED: The class of ships known as "war cruiser leaders" (CWLs) is not included in F&E at this time, but may be added in a future expansion module. Until that time, whenever there are three or more war cruisers included in a Battle Force, one of them is assumed to be a CWL for purposes of the Command Rating only.

(303.6) Crippled units retain their Command Ratings.

(303.7) If the only friendly units in the hex are fighters and/or PFs, the Battle Force is assumed to have a Command Rating of 3 and there is no flagship. See (205.75) for Reaction and (203.55) for pinning.

(303.8) Command Ratings cannot be voluntarily reduced.

(303.9) FRDs and convoys do not have Command Ratings. Tugs and mobile bases are covered in (302.233).

(304.0) BATTLE INTENSITY (Advanced)

In some cases, the fleet commanders have instructions to take greater risks in order to increase enemy losses. In other cases, they might minimize their own losses, even if this also reduces enemy losses. This is reflected by the Battle Intensity System.

(304.1) DETERMINING BATTLE INTENSITY

In Step 4 of the Combat System, each player selects a Battle Intensity Factor (BIF), which can be no less than 1 and no more than 4. The Defender obtains the four Battle Intensity markers and selects the BIF he has chosen. He places the correct counter on the table with the selected factor face down. The Attacking Player then announces his BIF verbally. The Defending Player then exposes the selected counter. The two factors are then added, the result being the Battle Intensity Rating (BIR).

(Some players use a die instead of the Battle Intensity marker, placing the appropriate number up and concealing it behind their hand until the appropriate time. Other players prefer the security of keeping their eye on a face-down counter that is not under control of their opponent. To each his own way of doing things.)

A new Battle Intensity Rating is required for each round of combat. In some cases (of prolonged but important battles), players may find it more convenient to simply agree to a given intensity rating and use it until one player announces that he wants to change his rating. This will, however, reveal that the player plans to change his rating.

(304.2) USE OF THE BATTLE INTENSITY RATING

The Advanced Combat Coefficient Table is used instead of the Standard Combat Coefficient Table if the players are using Battle Intensity. The Advanced Combat Coefficient Table provides several lines of results, each of which correspond to a different Battle Intensity Rating.

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Note that the selection system given for Battle Intensity Ratings cannot produce a BIR less than 2 or greater than 8. The chart goes from 0 to 10 for purposes of the optional system below (304.3) and for (304.5).

COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

(304.3) VARIABLE BATTLE INTENSITY (Optional)

Sometimes the best laid plans of both admirals don't turn out as they had intended. A local condition or undisciplined subordinate may alter the expected tempo of the action. To account for this, a third factor can be included in the Battle Intensity Rating.

This is an optional extension of the Battle Intensity System. Players may use it or not use it at their option, but it should be used during an entire game rather than at selected battles.

The Attacking Player rolls one die. (The die is rolled for each Combat Round, not once per Battle Hex.) The result from this die is used on the table below to determine the Variable Rating which is added to the two player selected factors to determine the Battle Intensity Rating.

VARIABLE BATTLE INTENSITY TABLE						
DIE ROLL	1	2	3	4	5	6
VARIABLE RATING	-2	-1	0	0	+1	+2

(304.4) INTENSITY AGAINST NON-MOBILE DEFENSES

If one player has only units that cannot retreat (for example: a base, PDU, FRD, convoy, or some combination of these), the other player selects both of the numbers (1-4) for the Battle Intensity Rating. Variable intensity can still be used.Independently operating fighters or PFs do not count here. If those and non-retreat units are the only units, they are all treated as non-retreat units for this rule.

(304.5) INCREASING INTENSITY

The Attacker can voluntarily increase the battle intensity by 1 point (to a maximum of 10) after every fourth Combat Round involving non-ship units (756.0) in a given Battle Hex. Note that an approach battle cannot involve non-ship units and cannot count for this purpose.

(305.0) CAPTURING SHIPS (Optional)

This can be used at the end of any Combat Round.

(305.1) PROCEDURE

In any Combat Round in which enemy ships are destroyed, the destroying player rolls two dice. If the total of both dice is "2," one enemy ship (non-ship units cannot be captured) has been captured.

In the Combat Round of the pursuit battle, a die roll of "2" or "3" means a captured ship. The force being pursued cannot capture ships.

Select one of the destroyed ships by a random die roll. Assign each ship a number, 1-6, and roll a die to select one, ignoring any result for which there is no ship (reroll in such a case). If there are more than six ships, divide the available ships into groups of six and roll one die to determine which group is used, then select one of those ships by a second die roll. Each ship in a group is numbered separately, and if captured, the group would be treated under the CEDS rule (308.1).

This ship was not destroyed, but crippled and captured. See (503.4) for another means of capturing a ship.

(305.2) USE OF CAPTURED SHIPS

The capturing player can do one of these things with a captured ship:

(305.21) OPTION 1: He can use it to gain a +1 die roll modifier in any one subsequent Combat Round in that Battle Hex against the original owner during the current Combat Phase. This decision is announced in the Damage Determination Step (before the die is rolled), after which the captured ship (which was used for a deception operation) is destroyed. If both players have captured ships and use this option, the two modifiers are used independently. The captured ship does not count against the Command Rating of the capturing flagship nor is it included in the combat potential of the Battle Force.

(305.22) OPTION 2: He can hold it out of combat and subsequently return it to one of his starbases (305.3), where it is scrapped on his next Economic Phase to gain Economic Points equal to 1/2 of its crippled defense factor (round fractions down) for use in later production.

(305.23) OPTION 3: He can hold it out of combat and subsequently return it to one of his bases (305.3), where it will be repaired and refitted for use in combat. It is replaced by one of the "Ship #" markers and uses its former factors for combat purposes. It can be converted to anything the original owner could convert it to, except a mauler, tug, or carrier. The cost of conversion is double what the original owner would pay. The ship could be stored indefinitely and used later for Options 2, 3, or 4, or it could be given or sold to an allied race.

(305.24) OPTION 4: He can hold it out of combat and subsequently move it (by Retrograde, Strategic, or Operational Movement) to a neutral country where it will be interned and might later be exchanged for a friendly ship. The only way for two players (who have each captured ships from the other) to exchange them is by this procedure.

(305.25) OPTION 5: It can be included in the Battle Force at its current (crippled) factors and would be treated as any other unit of the capturing player with one exception: The original owner could re-capture it by expending Damage Points equal to three times its original uncrippled defense factor.

(305.3) MOVEMENT OF CAPTURED SHIPS

The captured ship remains with the capturing force in the Battle Hex.

It may be used in any subsequent Combat Round for Option 1 (305.21) or Option 5 (305.25). It is destroyed by Option 1. If it survives Option 5, it returns to the Reserve and can be used as defined herein.

If not destroyed by Option 1 or 5, or if never used for any option, it remains in the Battle Hex (in Reserve) until that Battle Hex is resolved, at which time it could be retrograded for Option 2 (305.22) or 3 (305.23) or moved for Option 4 (305.24). Once Option 2, 3, or 4 is selected, this choice cannot be changed. In the event that the capturing player was the Non-Phasing Player, he can move it during Operational Movement by the Retrograde Movement rules for purposes of Options 2 or 3 but could not move it again during the subsequent Retrograde Step. If there is no retrograde target (206.21) within six hexes, Options 2 and 3

cannot be used. A ship designated for Option 2 could be moved on any subsequent Retrograde Step until it reaches a starbase.

(305.4) TREATMENT OF CAPTURED SHIPS

A captured ship will retain its original capabilities except in the following cases:

A captured and repaired mauler cannot be repaired if it subsequently suffers shock effects when used by the owner. A captured PFT can be used as such only if the capturing race operates PFTs.

A captured Federation carrier listed in (302.352) would not have its special fighters but the nominal group. An SCS would have 12 fighters and 6 PFs if the capturing player had deployed SCS ships.

A captured drone ship cannot use long-range fire support unless the capturing race is a drone-using race (Fed, Klingon, Kzinti).

(305.5) UNCAPTURABLE UNITS

Bases and other non-ship units cannot be captured.

(306.0) CLOAKED SHIPS (Advanced)

Uncrippled ships with Cloaking Devices (Romulans and the 25% of Orion ships so equipped) which are in supply have the following options for combat:

(306.1) EVADING CONTACT

Cloaked ships can try to evade contact.

If the opposing player refuses permission to withdraw in Step 1 of the Combat Procedure (302.13), withdraw the ships allowed to do so, then roll a die for each remaining cloaked ship (groups unable to break down make a single die roll). If the result is 1-4, that ship can also retreat without the permission of the opposing player.

Ships selected to retreat or with a successful die roll cannot return to the battle after learning that another unit has failed its die roll. However, subsequent escape die rolls can be voluntarily foregone.

Each ship can use this rule once (one withdrawal of one hex) per turn. Also see (308.111).

If the force in the Battle Hex includes ships with and without cloaks, those with cloaks can make evasion die rolls while those without cannot. The non-cloaked ships could be included with the 50% allowed to withdraw without permission before others use cloaks for evasion.

(306.2) OFFENSIVE USE

Cloaked ships can use the device offensively, but only if the entire Battle Force (for that round) has cloaking devices. Roll two dice. If the result is 5 or less, the enemy player has a -1 shift on the Combat Coefficient Table for the current round only. If the result is 11 or 12, something went wrong (the force was discovered while in a vulnerable position) and the enemy gets a +1 shift for the current round only. Any other result is normal combat. The device can be used offensively in each round. A unit which attempted to evade under (306.1) and failed cannot use the device offensively in the first Combat Round.

For single combat, see (310.2).

(306.3) APPROACH

Cloaked ships can avoid having to fight an approach battle if all ships in the Battle Hex have cloaking devices, but if this is done, the ships cannot use the device offensively (306.2) in that Battle Hex. If used to avoid an approach battle, simply skip Step 2 in the Combat Procedure.

(307.0) PURSUIT (Advanced)

(307.1) WHEN TO PURSUE

Pursuit takes place in Step 8 (302.8) of the Combat Procedure. It can be done after any enemy retreat (including opposed Withdrawal Before Combat) which involves at least one crippled retreating unit. Both sides will form a new Battle Force and may fight a final Combat Round. Ships withdrawn before combat cannot pursue.

(307.2) PURSUING FORCE

(307.21) The non-retreating player designates some of his uncrippled ships (no more than six; a flagship able to control the force must be included) as a Battle Force to pursue the retreating enemy. These can include any ships in the hex, not just those in the last Battle Force. He then rolls a single die; if the result is less than the number of ships in the pursuing Battle Force, a final round is fought. If the die roll is equal to or greater than the number of ships, there is no pursuit. Also see (302.23) for a die roll modifier.

(307.22) Carrier groups with CEDS damage count as the original number of ships in the pursuit force, but as the actual number of ships for die roll purposes.

(307.23) Fighters/PFs cannot pursue independently and do not count as ships for purposes of the pursuit die roll.

(307.3) RETREATING BATTLE FORCE

The retreating player must form his Battle Force as follows: First include all crippled ships, then add up to three uncrippled ships. From this force, designate a flagship. If the Battle Force exceeds the Command Rating, the force is used as is although excess ships (selected by the owner) do not count in the combat potential but can be damaged. If the Battle Force does not exceed the Command Rating of the flagship, additional uncrippled ships may be added up to the maximum rating.

Carrier groups with crippled escorts must be included (308.12); any uncrippled ships count for the three uncrippled ships. A four-ship group (even with a destroyed escort) cannot be included unless it has a crippled escort (in which case it must be) or unless the fourth ship (even if missing) is one of the "additional uncrippled ships" added.

(307.4) PURSUIT BATTLE

The final Combat Round is fought normally (and still in the Battle Hex), but the pursuer (not the force being pursued) may use Directed Damage against any number of targets. Maulers (308.4) can be used on only one target.

After this final Combat Round is completed, retreat proceeds without further pursuit.

(308.0) ADVANCED COMBAT RULES

These rules add realism to the combat system. Players should learn and use these "Advanced" rules as soon as possible as the game is designed to include them.

(308.1) CARRIER GROUPS

Multi-ship carrier groups tend to be large blocks which are difficult to damage. To reproduce this phenomenon, this rule provides a "step" system for those carrier groups originally including two or more ships, subjecting the individual ships in the group to Directed Damage. Groups other than carrier groups cannot be attacked by CEDS.

(308.11) Annex (757) lists each carrier group and its component ships, including their combat factors. The opposing player can use Directed Damage (302.5) against the smallest remaining escort on each Combat Round. This is known as the Carrier Escort Damage System or CEDS.

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(308.111) To cripple a carrier escort by Directed Damage requires a number of Damage Points equal to twice the escort's defense factor on (757.2), plus one point for each escort in the group (including the escort under attack). To destroy a carrier escort by Directed Damage takes the number of points required to cripple it plus twice the crippled defense factor. Maulers have their usual effect (but not on the bonus points for the number of escorts). Each escort could be crippled and/or destroyed, but only one escort can be attacked by CEDS in each Combat Round and the smallest escort MUST be the one attacked. A crippled escort can be voluntarily destroyed in Step 7 to avoid pursuit (307.3) or in Step 1 to use cloaked evasion (306.1) but does not count as "minus" points.

(308.112) The owning player can take CEDS damage voluntarily to resolve damage scored against his Battle Force. The owning player may be required to do so if that is the only way to resolve damage; see also (302.61). Voluntary CEDS damage is taken at the actual defense factor of the escort, without doubling or bonus, and may be scored on any ship in the group.

(308.113) If the carrier group counter is crippled, the individual ships in the group (757.0) are each considered crippled and can be destroyed by CEDS.

EXAMPLE: A Federation CVS group is attacked by Romulans. The Romulan commander has a Falcon mauler (10 pt) and a total of 21 Damage Points. He desires to attack the CVS group with CEDS. The smallest escort is the FFE, which is a 4-5. To cripple this ship takes 12 Damage Points (2x5 + 2 for the escort bonus); to destroy it takes another (2x3 =) 6 points for a total of 18. Of these points, 16 can be resolved by 8 points of mauler damage; the other 2 points must be resolved normally, so it takes 10 of the Romulan's 21 points to destroy the FFE. This leaves 11 unresolved points. The Federation player then voluntarily cripples the DE to resolve 6 points and voluntarily destroys it to resolve 3 more. The final 2 unresolved points are satisfied by giving up 2 fighter factors. The CVS, being undamaged, can now retreat without pursuit, retrograde to a base, and pick up new escorts.

(308.12) If CEDS is scored, mark the unit with a "D" marker for Damaged and record which escort has been damaged or destroyed (or use the Player Folio's Carrier Group Status Record). The carrier group still functions normally and counts as the original number of ships for command purposes; however, the group's combat factors are reduced to reflect the destroyed or crippled escort. The group could later receive more CEDS steps, and crippled escorts could be destroyed by the same procedure. Escorts cannot be transferred between carrier groups during the Combat Step. A retreating carrier group including a crippled escort must be in the pursuit battle (307.3). A carrier group with a crippled escort cannot pursue.

(308.13) The owning player must resolve or record this damage (at the end of the Combat Phase, not during or between rounds) before the Battle Hex can be resolved. To resolve CEDS, the owner must repair any damaged escorts and replace any lost escorts.

(308.131) The owning player pays for repairs to crippled ships as per (420.2). If the carrier group is in a base hex or retrogrades to a base hex (out of the proper sequence, but allowed in this case), these are paid at the base rate and use some of that base's repair capacity from the next Repair Step (2A). If the carrier is not in a base hex and does not retrograde to one, this is paid at the field rate and uses one of the owner's repair ships from the next Field Repair Step (7).

(308.132) Destroyed escorts are replaced from new production or by converting existing ships.

To use new production, the owner selects an equivalent hull from the next turn's production and pays the production cost plus one point for conversion (above the usual conversion limits) to a carrier escort. (This is out of sequence, but allowed.)

To use an existing ship, select a ship of the same race and an equivalent hull type from the friendly ships in the same hex as the damaged carrier group and pay one Economic Point to convert it to an escort type. The converted ship is then removed from the board, having been absorbed into the carrier group. The actual conversion will be carried out at a future time by your loyal and efficient staff officers without bothering you.

Some CV groups (e.g. Fed CVA) can be converted to others (e.g. CVN) by losing the escorts to CEDS and providing new escorts appropriate to the new group type. This can only be done after the introduction of the group.

(308.133) An alternative method of resolving damage would be to transfer escorts between two carrier groups. This can be done only if both groups nominally include (757.0) the specific escort being transferred. This is done in the Repair Phase without cost.

(308.134) A carrier group with CEDS damage can be left unrepaired (or partially repaired) if the owning player voluntarily chooses to do so, or if repairs are impossible for some reason. In this case, replace the carrier group with a Ship # counter and record its present strength on the Carrier Group Status Record on the Player Folio.

(308.14) If a carrier group with CEDS damage remains in combat, it has lower combat factors (308.12). To cripple such a group, only the defense factors of the uncrippled ships need be destroyed (voluntarily or by Directed Damage). If this happens, the carrier group is crippled.

(308.2) PLUS AND MINUS POINTS

In the normal Damage Allocation process, the number of Damage Points actually scored may not correspond exactly to the number removed. Under this procedure, records are kept of the differences between the actual and required losses, and any discrepancies are resolved on the next Combat Round IN THE SAME BATTLE HEX during the same turn. It cannot be carried over to another Battle Hex or to a future battle in the same hex.

(308.21) EXAMPLE: A player is required to give up 6 Damage Points and cripples a 7-point CW. He has given up one more point than was required and gets credit for that point, which is deducted from the points scored against him on the next Combat Round in that Battle Hex. This is a "minus" point as it is deducted from the next round.

His opponent crippled a 7-point war cruiser to resolve 8 Damage Points, the one remaining point being too small to damage any other units. This remaining point is recorded and added to the damage scored against him on the next Combat Round in that Battle Hex. This is a "plus" point as it is added to the next round.

(308.22) Any minus points are deducted from the damage scored on the current round before Directed Damage is resolved. Any plus points are added to the damage scored on the current round after Directed Damage is resolved.

(308.23) Fighters and PFs lost by a lack of carrier/tender facilities (501.7) and (502.45) are credited as minus points.

(308.24) Plus or minus points carry over into the pursuit battle (if any) from that hex.

(308.25) In multi-system battles (e.g. capital assaults), any points from battles in one system do not carry over to battles at other systems even though all the battles are in the same hex. Points from planets within a system are counted in one pool for that system. If the Attacker shifts his attack to another system in the hex and then returns, later in that Combat Phase, to the original system, the plus/minus points for that system are still there.

(308.3) APPROACH BATTLES

An Attacker must achieve some level of "success" in an approach battle before he can compel the Defender to fight at the base (or planet, FRD, convoy, etc.). Success can be achieved in two ways:

(308.31) Score more Damage Points than the Defender during any approach battle.

(308.32) Fight three approach battles, each with a Battle Force containing the maximum number of units the selected flagship can command.

(308.33) Success must be reachieved if the Attacker offers an approach battle after fighting at the base.

(308.4) MAULERS

These are special ships carrying the extremely powerful Mauler Cannon. The weapon fires a directed energy beam so powerful it can pierce shields and wreck ships. More importantly, the damage can be increased by the ship by the proper use of its energy. This is reflected in this game by the following special rules. Ships with this weapon are marked with the ✚ symbol.

(308.41) If an uncrippled mauler is included in the Battle Force, the owning player can use a number of points equal to the mauler's attack factor (usually 10; the SPF in DF&E and the CW maulers in Total War are only 7 points) at their full value (i.e. not discounted by half) for Directed Damage. Note: this does not mean that the mauler attacks as a separate 10-point Battle Force. The full attack factor is used, even though other ships contributed much of it. See also (308.111) for carrier escorts.

EXAMPLE: A Battle Force including a mauler needs 12 points to destroy a battle station. The mauler can provide 10 points, which are deducted from the total Damage Points scored against the target force. The remaining 2 points, being Directed Damage without benefit of a mauler, require the expenditure of 4 Damage Points.

NOTE: The "10 points" that can be used at full value due to the mauler assumes that the Battle Force scores at least that many Damage Points. If the Battle Force scores fewer than 10 points, then the actual amount scored is (or rather, may be) counted under the mauler rules.

EXAMPLE: A force of 6 ships and a mauler score 22 points. This would allow it to score Directed Damage on a unit requiring 16 points to destroy (the mauler can destroy 10 points at 1-1; the remaining 12 points are then used at 2-1 and so are only 6 effective points for a total of 16). A force of two frigates and one 10-point mauler score 7 points. This allows the force to score Directed Damage on a unit requiring 7 points to destroy because the mauler can use up to 10 points at 1-1 but has only 7 points to use.

(308.42) Maulers are vulnerable to "excessive shock," i.e. the ship's own powerful weapons shaking it apart. To reflect this, after every Combat Round in which a mauler is used for Directed Damage (308.41), roll one die. If the result is 5-6, the mauler is crippled. Maulers crippled voluntarily or by Directed Damage do not roll.

(308.43) Maulers are not designed to operate alone. There must be two uncrippled non-mauler ships or ship equivalents (203.54) in the Battle Force for each mauler; any mauler not so accompanied has an attack factor of 1/2 of the printed value AND cannot be used for its special 1-1 Directed Damage.

(308.44) No more than one mauler can be used for Directed Damage in a given Battle Force. Use this procedure. Any multi-mauler player secretly records which mauler will use Directed Damage. (The Ship # counters can be used to identify maulers temporarily.) The Attacker declares his Directed Damage (if any) and if he is using a mauler (but not which one). The Defender then declares his Directed Damage (if any) and if he is using a mauler (but not which one). Then both players expose the written records of which mauler is being used.

(308.45) Maulers used to attack ships with the Formation Bonus (308.72) are discounted by 1/3 (round resulting fractions of 1/3 down and 2/3 up) to reflect the longer range. A 10-point mauler would count as 7 points for the mauler effect and a 7-point mauler as 5. Note that both ships would still contribute their full combat factor to the basic combat potential of the Battle Force.

(308.5) SCOUTS

(308.51) If one Battle Force includes a unit or units with scout capabilities (scout ship, battle station, mobile base, starbase) and the other does not, the force without the scout must subtract one from its die roll in Step 4 of the Combat Procedure. See (205.31).

(308.52) Scouts have a self-defense jamming capability when attacked by Directed Damage (302.5). When a scout is attacked by this system, add one point to the scout's uncrippled defense factor (before DirDam) for that purpose only. This effect does not apply to bases. A ship with drone and scout capabilities (e.g. Klingon D6D) can have this bonus while providing drone support, but cannot provide drone support while using (308.53).

(308.53) One scout (not a base) can be added to the Battle Force above the command limits (302.33) to provide EW support (308.51). This scout receives the (308.7) Formation Bonus (in addition to, not instead of, a ship designated by the player) and the (308.52) self-defense bonus, but does not contribute to the combat potential of the Battle Force. If this scout has fighters or PFs, they cannot be used in the Battle Force except as independent units (302.35). This rule is not used in Pursuit (307.0). A Reserve Fleet (507.2) can use this rule.

NOTE: See (205.31) for the definition of a scout.

(308.6) DIE ROLL SHIFTS (Standard Rule)

This rule is required when certain other rules are used. Several conditions (scouts, cloaks, captured ships, and others) can produce a die roll shift. No die roll shift can increase a die roll of "6" or reduce a die roll of "1." If several shifts are involved, combine them all (a -1 shift cancelling a +1 shift) and apply the final result to the die roll within the restriction given above.

(308.7) FORMATION RULE

Fleet commanders have the ability to organize their battle formation to provide some degree of protection for key units. The Formation Rule accounts for this.

(308.71) Each player can select one ship in his Battle Force to receive the Formation Bonus. This ship will often be the flagship, but can be any ship or unit except as noted in (308.74). FRDs and convoys can have the benefit. This ship is moved from its original box on the Battle Board to the "Form Bonus Ship" box. A second ship (a scout) can also receive the bonus under (308.53).

(308.72) The unit with the Formation Bonus is attacked, for purposes of (302.5) Directed Damage, at a ratio of 3-to-1 instead of the usual 2-to-1. Maulers attack this unit at a reduced effect; see (308.45).

(308.73) There is no penalty for receiving the Formation Bonus, except that a mauler given the bonus cannot function for purposes of (308.4). A tug setting up a mobile base or upgrading a base/PDU can have the Formation Bonus.

(308.74) The following units cannot receive the Formation Bonus under any circumstances:

Any ship which is part of a group (even a carrier group with CEDS damage, even if it has no escorts remaining).

Any base or planetary defense unit.

A fighter or PF ship equivalent.

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(308.8) STARBASE INCREMENTAL DAMAGE

(308.81) Starbases are key targets, but difficult to kill. To reflect this, the Attacking Player may use Directed Damage (302.5) to score Starbase Incremental Damage Steps (SIDS). Each SIDS costs 18 Damage Points and counts as the one allowed Directed Damage attack for that round. The use of a mauler could reduce this cost to 9 points.

(308.82) After eight SIDS have been scored, the starbase is crippled. After four SIDS have been scored on a crippled starbase, it is destroyed. No more than one SIDS can be scored on a starbase in a given Combat Round.

(308.83) Each SIDS (except the eighth and twelfth) has no effect on a starbase; a starbase with 1-7 SIDS still has its full combat, repair, command, electronic warfare, fighter, and PF capacity and still requires 72 points to destroy by Directed Damage (without a mauler).

(308.84) The owner of the starbase cannot voluntarily take a SIDS to resolve Damage Points scored against his force, but if he voluntarily cripples or destroys the starbase, he must deduct 4.5 points from its combat value for each SIDS scored on it.

EXAMPLE: A given starbase has four SIDS steps scored on it. The Attacker cannot destroy it with Directed Damage unless he has the full 72 points required. If the Defender (possibly because he is about to retreat) decides to cripple the base to resolve damage, it counts as an 18-point unit (the original 36 minus 18 for the four SIDS).

(308.85) Each SIDS costs 4 Repair Points to repair. Uncrippled starbases can repair SIDS damage without a tug (using some of their own 16 points); crippled starbases require a tug to repair.

(308.86) A battle station can be damaged by this system. It requires three SIDS steps to cripple. SIDS cannot be used against a crippled battle station.

(308.9) COMMAND POINTS

(308.91) Each race receives one Command Point per turn (at the start of his Player Turn) while at War and not exhausted. These represent additional staff and command planning. Command Points can be accumulated (see chart on Player Folio) but can only be used once each.

(308.92) Each point (a maximum of two per Battle Hex) allows the player to use one extra ship in the Battle Force of one Battle Hex for one Player Turn.

EXAMPLE: Using two Command Points in a given Battle Hex would allow you to have a 13-ship fleet (plus drone ships, the free scout, bases, PDUs, convoys, etc.).

(309.93) The Command Points used must be of the same race as the flagship. If two allies have fleets in a single hex, either or both can provide Command Points, but only the points from the player owning the flagship count for that Combat Round. The Klingons and Lyrans could, for example, both spend Command Points in a joint assault on the Kzinti capital and alternate flagships.

(308.94) In the case of a capital assault, one point allows an extra ship in the Battle Force fighting in one system, while two Command Points count as one Command Point for each system.

(308.95) No more than two Command Points per race can be used in any one Battle Hex (four in a capital hex).

(308.96) The Klingons start the game with 6 points (and 3 more in the IWR, 1 with each squadron), the Lyrans with 4, and the Romulans have 4 when they attack the Federation. These are in addition to points under (308.91).

(308.94) Each race at Wartime or Limited War status can purchase one extra Command Point per turn for five Economic Points and can hold this Command Point for use on a later turn.

(308.95) In a free campaign, no race starts with any Command Points.

(309.0) DRONE SHIPS (Advanced)

Certain ships listed in Annex (755.0) as "drone ships" can use these rules. Note: Drone ships can only be produced by conversion (751.0).

(309.1) USE IN COMBAT

Drone bombardment ships can add their drone bombardment factor to the Battle Force without being part of the Battle Force. If the ship is part of the Battle Force, the drone bombardment factor is ignored and the ship uses its normal combat ratings. Drone ships cannot use bombardment in pursuit (307.0) battles.

(309.2) LIMIT ON NUMBER USED

No more than three drone bombardment ships (and no more than 12 drone factors) may participate (outside of the Battle Force) in any Combat Round. At least one other ship for each drone bombardment ship outside of the command limits (these cannot be fighter or PF groups or non-ship units) must be part of the Battle Force.

(309.3) SUPPLY REQUIREMENTS

The drone bombardment ship must be in supply. The owner must expend (during combat) 0.10 Economic Points per drone factor per Combat Round in which it is used in this role. A drone ship could fire only some of its factors.

(310.0) SINGLE COMBAT

In some rare cases only two relatively equal units are in the Battle Hex. In this case, the combat system cannot resolve the situation because neither unit can score enough Damage Points to cripple the other. To determine if this case applies, each player notes the defense factor of his ship and multiplies it by 1.5 (do not drop or round fractions). If the result is greater than the attack factor of the opposing unit, the combat system probably cannot resolve the battle and the players should use the Single Combat Table. They might also choose to use it by mutual consent or after three rounds without damage to either ship.

(310.1) SINGLE COMBAT TABLE

0	=	Attacker destroyed
1	=	Attacker destroyed
2	=	Attacker crippled and retreats
3	=	Attacker retreats
4	=	Defender retreats
5	=	Defender crippled and retreats
6	=	Defender destroyed
7	=	Defender destroyed

(310.2) PROCEDURE

The Attacker rolls a single die (not one die per unit).

If the Attacking (Phasing) unit's attack factor is 2-4 points greater than the Defending unit's defense factor, add one to the die roll. If it is 5 or more greater, add two.

If the Defending unit's attack factor is 2-4 points greater than the Attacking unit's defense factor, subtract one from the die. If it is 5 or more greater, subtract two.

The table gives the result of the combat. Attacking and defending die roll modifiers are cumulative. If both cases apply, the modifiers offset each other.

Cloak modifiers (306.2) may apply.

The situation is resolved by the single die roll.

NOTE: An alternative is to accumulate Damage Points (308.2); or you could use STAR FLEET BATTLES.

COMBAT DAMAGE RESULTS TABLE

ComPot 10	15	20	25	30	35	40	45	50
1	0	0	0	0	0	0	0	0	1
2	0	0	0	1	1	1	1	1	1
3	0	0	1	1	1	1	1	1	2
4	0	1	1	1	1	1	2	2	2
5	1	1	1	1	2	2	2	2	3
6	1	1	1	2	2	2	2	3	3
7	1	1	1	2	2	2	3	3	4
8	1	1	2	2	2	3	3	4	4
9	1	1	2	2	3	3	4	4	5
10	1	2	2	3	3	4	4	5	5
11	1	2	2	3	3	4	4	5	6
12	1	2	2	3	4	4	5	6	6
13	1	2	3	3	4	5	5	6	7
14	1	2	3	4	4	5	6	6	7
15	2	2	3	4	5	5	6	7	8
16	2	2	3	4	5	6	6	7	8
17	2	3	3	4	5	6	7	8	9
18	2	3	4	5	5	6	7	8	9
19	2	3	4	5	6	7	8	9	10
20	2	3	4	5	6	7	8	9	10
21	2	3	4	5	6	7	8	9	11
22	2	3	4	6	7	8	9	10	11
23	2	3	5	6	7	8	9	10	12
24	2	4	5	6	7	8	10	11	12
25	3	4	5	6	8	9	10	11	13
26	3	4	5	7	8	9	10	12	13
27	3	4	5	7	8	9	11	12	14
28	3	4	6	7	8	10	11	13	14
29	3	4	6	7	9	10	12	13	15
30	3	5	6	8	9	11	12	14	15
31	3	5	6	8	9	11	12	14	16
32	3	5	6	8	10	11	13	14	16
33	3	5	7	8	10	12	13	15	17
34	3	5	7	9	10	12	14	16	17
35	4	5	7	9	11	12	14	16	18
36	4	5	7	9	11	13	14	16	18
37	4	6	7	9	11	13	15	17	19
38	4	6	8	10	11	13	15	17	19
39	4	6	8	10	12	14	16	18	20
40	4	6	8	10	12	14	16	18	20
41	4	6	8	10	12	14	16	18	21
42	4	6	8	11	13	15	17	19	21
43	4	6	9	11	13	15	17	19	22
44	4	7	9	11	13	15	18	20	22
45	5	7	9	11	14	16	18	20	23
46	5	7	9	12	14	16	18	21	23
47	5	7	9	12	14	16	19	21	24
48	5	7	10	12	14	17	19	22	24
49	5	7	10	12	15	17	20	22	25
50	5	8	10	13	15	18	20	23	26
51	5	8	10	13	15	18	20	23	26
52	5	8	10	13	16	18	21	23	26
53	5	8	11	13	16	19	21	24	27
54	5	8	11	14	16	19	22	24	27
55	6	8	11	14	17	19	22	25	28
56	6	8	11	14	17	20	22	25	28
57	6	9	11	14	17	20	23	26	29
58	6	9	12	15	17	20	23	26	29
59	6	9	12	15	18	21	24	27	30
60	6	9	12	15	18	21	24	27	30

ComPot 10	15	20	25	30	35	40	45	50
61	6	9	12	15	18	21	24	27	31
62	6	9	12	16	19	22	25	28	31
63	6	9	13	16	19	22	25	28	32
64	6	10	13	16	19	22	26	29	32
65	7	10	13	16	20	23	26	29	33
66	7	10	13	17	20	23	26	30	33
67	7	10	13	17	20	23	27	30	34
68	7	10	14	17	20	24	27	31	34
69	7	10	14	17	21	24	28	31	35
70	7	11	14	18	21	25	28	32	35
71	7	11	14	18	21	25	28	32	36
72	7	11	14	18	22	25	29	32	36
73	7	11	15	18	22	26	29	33	37
74	7	11	15	19	22	26	30	33	37
75	8	11	15	19	23	26	30	34	38
76	8	11	15	19	23	27	30	34	38
77	8	12	15	19	23	27	31	35	39
78	8	12	16	20	23	27	31	35	39
79	8	12	16	20	24	28	32	36	40
80	8	12	16	20	24	28	32	36	40
81	8	12	16	20	24	28	32	36	41
82	8	12	16	21	25	29	33	37	41
83	8	12	17	21	25	29	33	37	42
84	8	13	17	21	25	29	34	38	42
85	9	13	17	21	26	30	34	38	43
86	9	13	17	22	26	30	34	39	43
87	9	13	17	22	26	30	35	39	44
88	9	13	18	22	26	31	35	40	44
89	9	13	18	22	27	31	36	40	45
90	9	14	18	23	27	32	36	41	45
91	9	14	18	23	27	32	36	41	46
92	9	14	18	23	28	32	37	41	46
93	9	14	19	23	28	33	37	42	47
94	9	14	19	24	28	33	38	42	47
95	10	14	19	24	29	33	38	43	48
96	10	14	19	24	29	34	38	43	48
97	10	15	19	24	29	34	39	44	49
98	10	15	20	25	29	34	39	44	49
99	10	15	20	25	30	35	40	45	50
100	10	15	20	25	30	35	40	45	50
101	10	15	20	25	30	35	40	45	51
102	10	16	20	26	31	36	41	46	51
103	10	15	21	26	31	36	41	46	52
104	10	16	21	26	31	36	42	47	52
105	11	16	21	26	32	37	42	47	53
106	11	16	21	27	32	37	42	48	53
107	11	16	21	27	32	37	43	48	54
108	11	16	22	27	32	38	43	49	54
109	11	16	22	27	33	38	44	49	55
110	11	17	22	28	33	39	44	50	56
111	11	17	22	28	33	39	44	50	56
112	11	17	22	28	34	39	45	50	56
113	11	17	23	28	34	40	45	51	57
114	11	17	23	29	34	40	46	51	57
115	12	17	23	29	35	40	46	52	58
116	12	17	23	29	35	41	46	52	58
117	12	18	23	29	35	41	47	53	59
118	12	18	24	30	35	41	47	53	59
119	12	18	24	30	36	42	48	54	60
120	12	18	24	30	36	42	48	54	60

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(400.0) ECONOMIC SYSTEM

FEDERATION AND EMPIRE is a game of economics. To win, you must destroy the enemy's ships faster than he can rebuild and repair them. As a means to this end, you can reduce his repair and production capability by selective attacks on key installations and areas.

The economic system used in FEDERATION AND EMPIRE includes several aspects, including Supply (rules 410-414), Repair (rules 420-423), and Production (rules 430-436). The other rule numbers in the 400 series are reserved for later use.

(410.0) SUPPLY SYSTEM

Starships require all manner of supplies, fuel, and spare parts to remain in top fighting condition. To simplify the game system, many aspects, such as a supply of replacement drones and fighters, the repair of minor damage, etc., are abstracted into the supply system. If a ship is receiving regular supplies, these minor problems are easily dealt with. If the ship is not receiving supplies, its fighting capacity is dramatically diminished.

There is no economic cost to supply ships already in service. This cost has been factored into the economic system to simplify the game. Having to inventory ships and determine a supply cost would add almost an hour to each turn for no apparent benefit in realism. It can be assumed that the player's dedicated staff officers has made sure that the fleet is adequately supplied before letting the player spend points for production.

(410.1) WHICH UNITS ARE IN SUPPLY

A unit is considered to be in supply if it has a "Supply Route" to a "Supply Point" (usually a base) and if that point is in the "Supply Grid." See definitions in the sections below.

(410.2) WHEN SUPPLY IS EVALUATED

Supply for various functions is determined at specific points in the Sequence of Play (105.0).

(410.21) Supply status for Operational Movement is evaluated at the start of the Operational Movement Phase.

(410.22) Supply status for purposes of combat is evaluated for both players at the start of each Player Turn and at the instant of combat. Only if the unit is out of supply at the start of a Player Turn AND during combat on that Player Turn is it considered out of supply for that Combat Phase.

(410.23) Supply status for repairs is determined in Step 2A of the Sequence of Play. Supply status for field repairs is evaluated in Step 7.

(410.24) Supply status for Retrograde Movement is determined at the start of that phase. Exception: if the ship was in supply at the time of combat, it is considered to be in supply for purposes of Retrograde Movement.

(410.25) Units stacked in the same hex as a friendly starbase, planet, or battle station (and the base or planet itself) are always in supply; see (410.4).

TACTICAL NOTE: MOBILE BASES

Mobile bases are vulnerable to Directed Damage from even a modest fleet. Their sole function in the game is to be converted into less vulnerable battle stations. Remember, you don't have to wait for a base to be destroyed to replace it. Build a second line of defense behind vulnerable bases.

(410.3) EFFECT OF BEING UNSUPPLIED

Unsupplied units are affected by their status.

(410.31) The movement rate of unsupplied units is reduced by 50% (round fractions of 0.50-0.99 up to the next larger whole number, those of 0.01-0.49 down to the next lower whole number). This does not change the length of a legal supply path should one be re-established in mid-turn. If an unsupplied unit moves into supply during the turn, it is treated as being in supply from the end of that Movement Phase, but does not regain the "lost" movement.

(410.32) The attack factor of unsupplied units is reduced to 50% of the value shown on the counter (round fractions of 0.50 and up to the next larger number, those of 0.49 down to the next lower number). This reduction affects Phasing and Non-Phasing units. The defense factor of unsupplied units is not reduced. Fighter and PF factors also lose half of their attack (not defense) strength. Maulers (308.4) can use their special ability, but at the reduced attack strength. Scouts retain their capabilities.

(410.33) Unsupplied units cannot receive replacement fighters or PFs; they cannot use Retrograde Movement.

(410.34) Mobile bases, battle stations, and FRDs out of a Supply Grid cannot perform repairs (420.0). Starbases out of a Supply Grid can perform repairs. If a Starbase has economic income from a Partial Supply Grid, this income must be used to pay the costs of any repairs performed, as well as any conversions and production. If a starbase has no income, it does not pay for repairs (it can perform the full 16 points of repairs but cannot perform conversions or construction). If a starbase has less than 8 Economic Points (from a partial grid and/or stockpile) and does not perform any construction or conversions on that turn, it may pay all of its income for repairs and could then perform the full 16 points of repairs.

(410.35) Planetary defense units are never unsupplied.

(410.4) EFFECT OF BASES

Units stacked with a friendly planet, starbase or battle station (and the base itself) are always in supply regardless of whether or not that base has a supply path. (Mobile bases are not self-supplying.) This includes captured planets as long as a PDU has been deployed there. Exception: see (410.54) for bases in allied territory.

(410.41) Starbases (only) can conduct repairs while out of the Supply Grid; see (410.34). There is an exception, however, in that bases cannot manufacture replacement fighters [exception, see (413.4) below].

(410.42) FRDs and BATS must have a source of Economic Points to conduct repairs (421.1) and cannot perform "no-cost" repairs under (410.34) or (410.41).

DEEP ATTACK — Tony Zbaraschuk

On the first turn of a War against the Feds, use your fleets to destroy a Fed starbase before the Home Fleet can reinforce it. Battle stations should be destroyed only if necessary to secure the retreat of the starbase assault fleet. With the starbase out of the way, the rest of the sector will be easy to mop up.

(410.5) HOMELESS SHIPS

In some cases, ships could find themselves in allied territory cut off from home bases or simply too far from those bases to draw supplies.

(410.51) In the case of any ship which must draw supplies from a Supply Grid not connected to its own home territory, the host (allied) race must pay 1/2 Economic Point per homeless ship (plus one point per carrier group) as a one-time expense to set up production lines to provide supplies and spare parts (including fighters) for that ship.

If this cost is not paid, the homeless ship cannot draw supplies from the allied Supply Grid. The host need not pay the cost for all homeless ships, at least not all at the same time, and the host player may decide which ships are receiving the available support.

Special Federation fighters cannot be provided for homeless ships by an allied race, so the carriers listed in (302.352) would have their "nominal" fighter strengths.

(410.52) If a homeless ship for which this cost has been paid is destroyed (or returns home or is supported by another race), the support production line remains and can later be transferred to another homeless allied ship.

(410.53) The race supporting a PFT pays for its replacement PFs; it can refuse to do so. A race which has not reached full PF deployment, or which does not have PFs, cannot supply them to foreign ships.

(410.54) A base in allied or enemy territory (or captured neutral territory) which is cut off from any Supply Grid of the owning race cannot provide supplies but is itself in supply. This is an exception to (410.4).

(410.55) Drone ships (309.0), Maulers (308.4), and SFG ships (in Total War) cannot use their special abilities while being supplied as homeless ships.

(410.56) A given race cannot support more than 12 homeless ships from any given ally and cannot support more than 24 homeless ships from all of its allies at any given time. Support lines are specified as for a given ally when bought and cannot be changed to a different race. The specific ships being supported are designated at the start of the host's Player Turn and cannot be changed until the start of the host's next Player Turn.

(411.0) SUPPLY ROUTES

(411.1) DEFINITION

The Supply Route is a chain of no more than six hexes, not including the hex the unit is in but including the hex containing the Supply Point (412.0).

(411.2) RESTRICTIONS

Supply Routes cannot pass through a hex containing enemy units unless that hex also contains friendly units. This applies only during combat (301.2).

(411.3) ENEMY UNITS

(411.31) The Supply Route cannot pass through a hex adjacent to enemy ships unless the Supply Route hex contains friendly units or is adjacent to friendly ships (including the ships being supplied).

(411.32) An enemy base with six fighter factors or six PFs also counts as a ship for purposes of blocking the Supply Route. A friendly base in the Supply Route hex will negate the effects of enemy ships in an adjacent hex, but a friendly base with fighters or PFs in an adjacent hex will not offset the effects of enemy ships in another adjacent hex. (In other words, a base with the required number of fighters/PFs can block supply but cannot unblock supply through an adjacent hex.)

(411.33) Ships in off-map areas cannot be used to block or open supply routes without entering the map.

(411.4) RESTRICTED ROUTES

The Supply Route cannot pass through neutral territory except as may be provided for in the rules.

(411.5) OFF-MAP AREAS

The Supply Route cannot leave the map [or connect off-map areas (207.291)], but can extend to the off-map holding area (e.g. Kzinti Barony) of the race owning the ships or the host race supporting them under (410.5).

(411.6) LENGTH

Note that Supply Routes for Supply Points themselves (as part of the Supply Grid) are always six hexes, even though the bases and planets in question have a movement rate of zero.

(411.7) EXPEDITIONARY FLEETS

Note that under the definition of a Supply Grid (413.1), a unit can only draw supplies through a chain of bases and other supply points belonging to its own race. There is a partial exception to this in the case of Expeditionary Fleets and Homeless ships (410.5).

(411.71) The ships of an Expeditionary Fleet are able to use allied Supply Points to trace a supply path back to the Supply Grid of its own race. For example, a Kzinti Expeditionary fleet operating in Romulan territory could draw supplies (including replacement PFs) from its own capital through the Federation Supply Grid. This supply path cannot go into or through an allied (or enemy) off-map area.

(411.72) An Expeditionary Fleet can contain no more than 12 ships, 1 base, and 1 FRD. All must be from the race that owns and supports the units (e.g. The Gorns could not adopt homeless Kzinti ships and send them to the Federation as an Expeditionary Fleet). Each unit of an Expeditionary Fleet must be within 6 hexes of every other unit in the Expeditionary Fleet. Any units which do not qualify for this condition are treated as homeless ships (410.5). Carrier groups count as the original number of ships

(411.73) No race can have more than one Expeditionary Fleet on any given turn, except that the Federation may have two such fleets.

(411.74) The owning race of an Expeditionary Fleet must pay 1/4 Economic Point per unit (ship, FRD, base) per turn due to the higher transportation cost of supporting the unit. This transportation surcharge is in addition to the normal support costs, including repairs, bombardment drones, replacement PFs, CEDS carrier escort conversions, etc.

EXAMPLE: Calculate the various support costs for the fleet (drone factors, repairs, etc.) as if it were in home territory, then add 1/4 point per unit (not per service). A Kzinti expedition of 3 DFs would pay 1.2 EPs for each volley of drones and then pay .75 EPs for the three ships (regardless of how many volleys they fired).

NOTE: The "Hydran Expeditionary Fleet" is not necessarily an "Expeditionary Fleet" within these rules.

TACTICAL NOTE: SUPPORTING YOUR FRIENDS

Supplying your ships operating in allied territory can be done in several ways.

These ships can be supplied directly from your own Supply Grid, but this will either limit your range or require you to build bases in allied or conquered territory.

The Homeless ships rule (410.5) can be used by your ally to supply up to 12 of your ships.

The Expeditionary Fleet rule (411.7) can be used to supply up to 12 ships by connecting an allied Supply Grid to your own.

Note that you can also send extra ships into allied territory which would be "unsupplied" but would be kept out of combat for use as replacements on future turns.

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(412.0) SUPPLY POINTS

(412.1) DEFINITION

A Supply Point is a friendly battle station, starbase, mobile base, convoy, tug (serving as a Supply Point), or planet which is part of the Supply Grid.

(412.2) TUGS AS SUPPLY POINTS

A tug serving as a Supply Point cannot move (by any means) during the Player Turn in which it is used in this role. The owning player designates a tug at the start of his Player Turn as a Supply Point (413.3). It remains in that role until the start of the owning player's next Player Turn, when it could be redesignated. While in this role, it serves as a point for Strategic Movement. If attacked, see (302.21). If the tug is forced to retreat or is destroyed, it immediately loses its status as a Supply Point. Tugs cannot be used as Retrograde Points (206.21).

(413.0) SUPPLY GRID

(413.1) DEFINITION

The Supply Grid is a network of bases and planets. It consists of a friendly capital hex (or off-map area), any friendly (i.e. same race) bases or planets that have a valid Supply Route (six hexes or less) to that hex, any friendly bases or planets that have a valid Supply Route (six hexes or less) to any of those hexes, etc. As long as a base or planet has a supply path (any length, as long as there is a base or planet every six or fewer hexes along that path) to a capital hex (or off map area), it is part of the Supply Grid.

Note that in extreme cases a given race could have one Supply Grid connected to the capital, one Supply Grid connected to the off-map area, and one or more Partial Supply Grids treated under the special rules in (413.4) for purposes of ship supply.

(413.2) CAPTURED PLANETS

Captured (or recaptured) planets form part of the Supply Grid at the beginning of the Player Turn after they are captured (or recaptured).

(413.3) RESTRICTED SUPPLY POINTS

Convoys serving as Supply Points cannot be used for Retrograde or Strategic Movement purposes. Convoys and tugs serving as Supply Points extend the Supply Grid (of the owning race) from bases or planets (of the same race), but cannot be used to connect two bases/planets that are more than six hexes apart.

(413.4) PARTIAL SUPPLY GRIDS

If a race's territory is divided by enemy action, a section without the capital or off-map area can form a "Partial Supply Grid."

(413.41) Each Economic Point produced in a partial grid can be used to supply up to five units, including up to 12 replacement fighters. (This is the only case in which supply costs Economic Points. It is not required; the player may leave ships unsupplied to save the money for something else.) See (413.42). Unneeded replacement fighters cannot be stockpiled for later use. Special Federation fighters cannot be provided by a partial grid, so the carriers listed in (302.352) would have their "nominal" fighter strengths.

(413.42) If a starbase is in the partial grid (410.34), it draws Economic Points from the grid for repair or production purposes (but continues to supply without cost the ships stacked on it, as do planets and battle stations). Note that a starbase in the owner's territory that is completely surrounded is drawing income from a partial grid consisting of a single contested province. See (410.54).

(413.43) A Partial Supply Grid cannot be connected to an allied Supply Grid.

(413.44) The partial grid can accumulate unused Economic Points for later use. These points can be added to the race's main economic pool if a link between grids is re-established at the beginning of the Player's Economic Phase of any subsequent turn. Points can be transferred into or out of a partial grid by (435.3). A partial grid cannot use Deficit Spending (430.6). Any stockpile of unexpended EPs cannot be captured but is lost when the last Supply Point in the partial grid is destroyed or captured.

(413.45) A race can establish "satellite stockpiles" within a given Supply Grid. EPs are moved by (435.0) to any base or planet of the same race and stored there for possible future need (e.g. the Hydrans could stockpile EPs off map for use after their capital falls). EPs delivered to another race via (435.0) could be delivered to a satellite stockpile in that race's original territory. EPs in a satellite stockpile cannot be moved [except by (435.0) by a tug of the same or an allied race]; they cannot be transferred to the capital by (413.44). If the base where the stockpile is located is destroyed (or the planet captured), the EPs in the satellite stockpile are lost (not captured). No base or planet can hold a satellite stockpile of more than 30 EPs.

(414.0) CONVOYS

Each of the major races has one or more CONVOY counters. These counters represent a concentration of freighters to provide supplies to the forward fleets.

(414.1) USE AS SUPPLY POINTS

Convoy counters can function as Supply Points if they have a Supply Route no more than six hexes long to a point in the Supply Grid. They extend the grid, but are not actually a part of it. See (411.3).

(414.2) MOVEMENT

Convoys have a Movement Point allowance of two hexes. However, they draw supplies as if their Movement Point allowance was six hexes. Convoys can move (and extend the Supply Grid) on the turn they are built. Convoys cannot enter a hex containing enemy ships. Convoys cannot retreat (302.74).

(414.3) STRATEGIC MOVEMENT

Convoy counters can move in Strategic Movement. This represents not the movement of specific freighters, but a redirection of the surplus. The actual freighters used in one area are returned to general use, while freighters in other areas are called into government service.

Convoys do not count against the owning race's limit for Strategic Movement, but cannot be moved strategically to bases of another race.

(414.4) CREATION

Convoy counters can be created (during Step 2B of the Sequence of Play) at any base or planet (but not tug) within the main Supply Grid of the owning race.There is no limit to the number of convoys that can be built, but no more than two can be built on any given turn.

(414.5) CONVOYS IN COMBAT

Convoys function in combat as per (302.21). Convoys do not have a crippled side.

ECONOMICS FORM							
INCOME							
YEAR/TURN							
STARTING TREASURY							
ON-Map Planets & Provinces							
OFF-Map Planets & Provinces							
Capital Planets							
Captured Planets & Provinces							
Transfers Received; Scrap Captd Ships							
GROSS TOTAL							
EXPENSES BEFORE MOVEMENT AND COMBAT							
Repairs							
Construction							
Overbuilds							
Conversions							
Activations of mothballed ships							
Purchase Extra Strat, Conv, Cmnd Pts							
Support Homeless Ships, Expeditions							
Other							
TOTAL EXPENSES							
INCOME - EXPENSES =							
EXPENSES DURING AND AFTER MOVEMENT AND COMBAT							
Drone Bombardment Cost							
Field Repair							
Replacement PFs							
CEDS Repair & Replacement							
Transfers to Allies							
REMAINING TREASURY							
INCOME							
YEAR/TURN							
STARTING TREASURY							
ON-Map Planets & Provinces							
OFF-Map Planets & Provinces							
Capital Planets							
Captured Planets & Provinces							
Transfers Received; Scrap Captd Ships							
GROSS TOTAL							
EXPENSES BEFORE MOVEMENT AND COMBAT							
Repairs							
Construction							
Overbuilds							
Conversions							
Activations of mothballed ships							
Purchase Extra Strat, Conv, Cmnd Pts							
Support Homeless Ships, Expeditions							
Other							
TOTAL EXPENSES							
INCOME - EXPENSES =							
EXPENSES DURING AND AFTER MOVEMENT AND COMBAT							
Drone Bombardment Cost							
Field Repair							
Replacement PFs							
CEDS Repair & Replacement							
Transfers to Allies							
REMAINING TREASURY							

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(420.0) REPAIRS

One of the most critical aspects of the game is the repair of crippled ships (those with upside-down counters). Players must understand that success will often depend on the efficient operation of the repair system.

(420.1) EFFECT OF REPAIRS

When a crippled ship or group is repaired, it is re-inverted to show its full-strength side.

(420.2) COST OF REPAIRS

Each Repair Point costs 1/2 Economic Point if used by a base or fleet repair dock in the Repair Phase or 1 Economic Point if used by a repair ship in the Field Repair Phase. Starbases in Partial Supply Grids see (410.34).

(420.3) WHEN REPAIRS ARE PERFORMED

Each player repairs his own units [or allied units, see (420.434)] during the Repair Phase of his Player Turn. Repairs cannot be performed during the opponent's Player Turn. Note that the Field Repair Phase is a separate phase during which only repair ships can perform repairs; repair ships do not function in the Repair Phase (Step 2A).

(420.4) WHERE REPAIRS ARE PERFORMED

Repairs are performed at repair facilities. These include battle stations, starbases, and fleet repair docks. See (420.62) for crippled bases.

(420.41) REPAIR CALCULATIONS: The number of points required to repair a crippled ship is determined by subtracting the crippled defense factor from the full-strength defense factor (the balance is the repair cost). Fighter, drone, or PF factors are ignored in the calculation.

(420.42) REPAIR CAPACITY: Battle stations can repair up to 4 points each turn. Starbases can repair up to 16 points each turn. Fleet repair docks can repair up to 12 points each turn. Mobile bases have no repair capability. Repair Points cannot be accumulated by or transferred between repair facilities. See (420.6).

(420.421) In the event that a ship requires more Repair Points than the facility can provide, the player may elect to partially repair the unit during one turn and complete it during a later turn or turns. This will require record keeping. The partially repaired unit is still crippled until the repairs are completed. If the unit leaves the hex of the repair facility, or if that facility is destroyed, the partial repairs are lost and the ship must begin repairs again. Such a ship could participate in combat in that hex and later complete repairs if it has not left the hex. See (511.5 Step 2) for ships in a capital hex. Two repair facilities in the same system could work on a single large unit.

(420.422) Players should pay attention when distributing crippled ships among repair facilities to maximize the use of their repair capacity. Remember that bases in areas outside the combat zone (for example, those along the border with a race neutral in the current conflict) can perform repairs on ships damaged in the combat zone.

(420.423) Plasma Repair Exception: A crippled Gorn, Romulan, or ISC ship which requires exactly five Repair Points can be repaired at a battle station of the owning race (paying for all five Repair Points) as the only repair done by that BATS on that turn.

(420.43) RESTRICTIONS

(420.431) The crippled ship must be in the same hex as the repair facility that is repairing it.

(420.432) The repair facility must be in a Supply Grid to perform repairs. FRDs and BATS must be connected to a Supply Grid (they are never part of it); starbases can conduct repairs without being in the grid but cannot replace fighters (410.34). See also (410.4).

(420.433) Repair ships operate outside of the normal repair system; they are described in rule (422.0) below.

(420.434) Bases and FRDs, as opposed to repair ships and tugs acting as repair ships, can repair any friendly or allied ship. See (420.52).

(420.5) REPAIR PROCEDURE

(420.51) The Phasing Player examines each of his repair facilities in turn. (It is recommended that the player work from left to right, or in some other ordered sequence, to avoid skipping some bases while using others twice.) At each facility, he determines what crippled ships are available for repairs (i.e. in the same hex). Knowing the repair capacity, he determines which units can be repaired.

(420.52) Those units designated for repairs and on which repairs are completed are turned right-side-up (to the full-strength side). The economic cost of the repair is then deducted from the Economic Point total of the player owning the repair facility (even if an allied ship was repaired), and the player proceeds to the next facility.

EXAMPLE: The Kzinti player examines a battle station and notes that two crippled ships are in the hex awaiting repairs. These are a Medium Cruiser (CM; 7 - 4 = 3 Repair Points required) and a frigate (4 - 2 = 2 Repair Points required). The capacity of the facility is four Repair Points. He spends three of these to repair the CM and applies the fourth to partially repair the frigate, making a note that a frigate in that hex has one Repair Point applied. The four Repair Points cost two Economic Points, which is deducted from the Economic Point supply of the Kzinti player.

(420.53) Units can move by Operational or Strategic Movement on the turn they are repaired. See also (204.31) which provides free Strategic Movement for repaired units.

(420.6) REPAIR OF BASES

(420.61) To repair a crippled base, a tug must be present in the unit's hex and be in supply. Then the required number of Repair Points are expended. Each tug can only repair one base per turn. A tug used to repair a base cannot be used simultaneously as a repair ship. Repairs to bases are done only in the Repair Phase.

(420.62) A crippled base cannot conduct repairs, even on the turn it is itself repaired.

(420.63) Repair ships and FRDs cannot repair bases.

(420.64) A single tug can repair (420.61) or upgrade (433.41) a base on a given turn; it cannot do both. Two tugs could conduct these two functions on the same turn. A tug could be repaired by a base and then upgrade that same base on the same turn.

TACTICAL NOTE: APPROACH BATTLES

When should you accept an approach battle, rather than remaining with your powerful base? There are several cases. The enemy force has very few reserves, so that every loss will reduce his Battle Force. Your own forces have adequate reserves, so that you can take losses but still have a full Battle Force in the next round. The base (tug, convoy, FRD, planet) is particularly vulnerable and you have a decent chance of preventing him from achieving "success" in the approach battle (or making him pay dearly for that success). You want to force the enemy to fight more than one Combat Round. The enemy is primarily carriers, and you want a chance to destroy their fighters first. The enemy is doing a "touch and go" attack to pin the ships at the base, and this is the only chance you will get to damage some of his ships.

(421.0) FLEET REPAIR DOCKS

Fleet repair docks are slow but mobile repair facilities. They are sent to the area behind the fiercest fighting to provide increased repair capabilities.

(421.1) FUNCTION

Fleet repair docks function as a repair facility (with their specific repair capacity) exactly the same (for repair purposes) as a base. FRDs differ from starbases in being mobile and in requiring supply to function.

(421.2) OPERATIONAL MOVEMENT

Fleet repair docks have a Movement Point allowance of one hex per turn. They move in Operational Movement and can move on the turn that they perform repairs.

(421.21) If a tug is stacked with the FRD, moves with it, and remains in its hex, the FRD can be moved (by the tug) a maximum of three hexes per turn. See (509.1). Towing an FRD costs the tug two Movement Points per hex entered. If the tug drops the FRD during movement, it proceeds at the usual 1 point per hex rate. Only one towing unit (tug or pair of ships) can tow a given FRD during a given turn.

(421.22) FRDs (even when under tow) cannot move in Reserve or Reaction Movement and cannot retreat. FRDs cannot enter a hex containing enemy units. FRDs cannot retrograde unless under tow (206.32).

(421.23) Two uncrippled ships (each with a defense factor of 7 or more) could replace the tug for towing purposes.

(421.3) STRATEGIC MOVEMENT

A fleet repair dock can be moved a maximum of 12 hexes (per turn) in Strategic Movement if a tug moves with it. The FRD and tug each count as one unit for the limitations on the number of units moved by Strategic Movement during that turn. Only a tug can move an FRD by Strategic Movement. Substitutes are not allowed.

(421.4) LIMITATIONS

Fleet repair docks cannot function as garrisons, Supply Points, or Strategic Movement Nodes. Limited Exception, Repair ships; see (422.3).

Ships can retrograde to a fleet repair dock.

(422.0) REPAIR SHIPS

Repair ships represent a concentration of tactical repair assets in a zone of intense combat.

(422.1) PROCEDURE

(422.11) Each turn, during his Player Turn, each player deploys his repair ship counters at the capital and then uses them as stated below to repair damaged ships. See (105.0) Step 7 for more details.

(422.12) Repair ships (and only repair ships) perform their repairs at the end of the Player Turn, rather than at the beginning, allowing them to repair ships which were crippled in the Combat Phase of that Player Turn. This can return key ships to action immediately.

(422.13) If the capital has fallen, the repair ships begin in the alternative capital (often an off-map area). If two separate Supply Grids exist, one based on the capital and the other on the off-map area, a player can start some of his repair ships in each grid or all in one grid and change this from turn to turn as tactical requirements dictate. See (413.4).

(422.2) FUNCTION

(422.21) Repair Points applied by repair ships cost 1 Economic Point, double the normal amount. This amount is expended in the Field Repair Phase. Players may leave Economic Points unspent after the Repair/Production Phases for this purpose or use deficit spending (430.6).

(422.22) Each repair ship can perform a maximum of eight points of repairs and must do so in one single hex. At the end of the Field Repair Phase, the repair ship is removed from the board. The repair ship can then be used again in the next turn. A repair ship is not required to expend the maximum number of Repair Points.

(422.3) MOVEMENT

Repair ships move only by Strategic Movement, using only the Strategic Movement Nodes of the owning race. They do not move in the Strategic Movement Phase and do not count against the Strategic Movement limits.

Note that an FRD can be a valid end point for the Strategic Movement of a repair ship (105.0 Step 7). This is a limited exception to (421.4).

(422.4) COMBAT

Due to their means of operation, repair ships can never participate in combat within the current rules.

(422.5) RESTRICTION

Repair ships can only repair ships of their own race. Unlike bases and FRDs, they cannot repair allied ships. They cannot repair non-ship units.

(422.6) LIMITATION

The supply of available counters and the Scenario instructions place an absolute limit on the number of repair ships that can be in operation at any given time. This limit cannot be increased simply by obtaining or making additional counters. The purpose of a limited number of repair ship counters is to limit the number of areas in which these repairs can take place.

(422.7) SUPPLY

Repair ships cannot function when out of supply. (Under the present rules, it is not possible for repair ships to be out of supply.)

(422.8) TUGS AS REPAIR SHIPS

One tug can be used by each race as a repair ship during any given turn (509.1), in addition to the actual repair ship counters and in excess of the limitations given in (422.6). The economic cost is the same, but the ship moves as a tug (counting against the Strategic Movement limit unless it is a newly built tug).

The tug must be in the current capital hex at the start of the Field Repair Phase (105.0 Step 7) and must not have moved or been used in combat on the current Player Turn. When the Repair Points are expended, the tug returns to the capital (this is not charged against Strategic Movement) and reverts to normal duty as a tug on the next turn. It cannot move by Strategic Movement in the following Strategic Movement Phase.

TACTICAL NOTE: DEPLOYING SCOUTS

Always try to include a scout with a fleet that you intend to leave where you move it (e.g. a fleet sent to capture a planet or left forward deployed to remain within striking range of other targets). If you plan to withdraw the fleet to a base during Retrograde Movement, a scout is not strictly necessary.

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(423.0) EXAMPLE OF REPAIR CYCLE

It is important to understand the cycle of when damaged ships will be restored to full-strength status. This example may provide further insight:

TURN ONE; FALL Y168: LYRAN PLAYER TURN

During the Repair Phase, there were no ships to repair because the game just started and nothing has been damaged yet.

During the Combat Phase, several Lyran ships are damaged in assaults on Kzinti battle stations.

During the Retrograde Phase, these crippled ships are withdrawn to selected bases. Each base is given a number of ships within its repair capacity, with the remainder concentrated at bases selected for their strategic position.

During the Field Repair Phase, the repair ships, along with a tug operating as a repair ship, are moved forward to bases on the Lyran border to link up with crippled ships returning to those bases by Retrograde Movement. The repair ships repair some of the damaged Lyran units (the economic cost is deducted immediately), allowing them to be readied for combat. The repair ships are removed from play; the tug returns to the capital and reverts to normal operations.

In the Strategic Movement Phase, another tug brings the FRD to the selected assembly area for crippled ships.

TURN ONE; FALL Y168: KZINTI PLAYER TURN

During the Combat Phase, several Lyran ships are crippled. These units remain at the front line, either in the former Battle Hex (if the Kzintis retreated) or in the hex that the Lyrans retreated to. Because of the way that the Sequence of Play is organized, these ships cannot be withdrawn during the Kzinti Player Turn.

TURN TWO; SPRING Y169: LYRAN PLAYER TURN

During the Repair Phase, those ships sent to bases by Retrograde Movement on the previous Lyran Player Turn are repaired (within the capacity of the facilities).

During the Operational Movement Phase, those ships damaged during the previous Kzinti Player Turn are moved to repair facilities. Note that these ships, which were crippled on the Kzinti half of Turn 1, won't be repaired until the Repair Phase of Turn 3 unless they were repaired in the Field Repair Phase of Turn 2.

During the Combat Phase, several Lyran ships are damaged in combat with Kzinti units.

During the Retrograde Phase, these damaged ships are withdrawn to carefully selected bases. Due to the losses in the Kzinti Player Turn (evacuated to the bases during Operational Movement) and some bad luck in a starbase assault, the Lyran repair facilities are overloaded.

During the Strategic Movement Phase, the Lyran player evacuates some crippled ships (those damaged in the first Lyran Player Turn which were beyond the repair capacity at the start of the second Lyran Player Turn) to bases farther in the rear (on the Hydran border, in fact). These ships will be repaired next turn, when the Hydrans will be in the War and ships are needed on that border.

During the Field Repair Phase, the repair ships immediately repair some of the damaged Lyran units, allowing them to be formed into a potential Reaction Movement squadron.

INSTRUCTIONS FOR THE F&E PLAYER FOLIO

The F&E Player Folio includes all of the charts and records needed for 12 turns of an average game.

ECONOMICS FORM: The first "Income" section details all of your sources of income. The second section details the expenses before the Movement and Combat Phases, and the third section is a convenient place to record the expenses that occur during movement and combat. Deficit spending will result in a negative number on the Remaining Treasury line for that turn.

BASE STATUS CHART: In the left column record the hex # of the base. Then, in the 12 turn columns (which you should number on the top line), record the status of each base. (M = mobile base, BS = battle station, SB = starbase; C = crippled, X = destroyed, U = upgrade in progress, R = repairs in progress.) Races which lose a lot of bases (e.g. Hydrans) might find it more convenient to write "destroyed" in the bottom line under Hex # and then write the hex numbers of up to 12 destroyed bases in the columns to the right on the bottom row.

PARTIAL SUPPLY GRID RECORD: Used to record the economic stockpile of a partial grid. Write the hex number of the starbase or planet that holds the "stockpile" of the partial grid in upper left.

COMMAND POINT RECORD: Used to record points received, purchased, and used.

SEQUENCE OF PLAY: A helpful reminder.

PLANETARY STATUS RECORD: In the first double-column, write the hex # and size (major, minor, capital) of the planet. Then in the subsequent double columns, you can record the status (D = devastated, P = Pirate present, C = captured, etc.) and the defenses (number of battalions and an initial for the type of base). Two sections are provided so that you can record 11 planets for 12 turns, but in practice most planets (other than those you capture and the capital, where defenses are extensively built) do not require constant record keeping.

SURVEY SHIP DISCOVERY RECORD: Record the turn number on the top line and the number of survey ships operating during that turn on the next line. Roll one die for each ship and record the total of all die rolls on the next line. On the fourth line, place the total of that turn's die rolls and the previous turn's running total, and then put the number of provinces discovered on the last line.

REDUCED SCALE MAP: This can be used to mark destroyed bases, plot strategy, or keep other records.

COMBAT COEFFICIENT TABLE: From (304.2).

EXTRA SHIPS RECORD: This can be used during any temporary counter shortage. In the first column record the counter used to represent the extra ships. In the boxes at the top, record the ship type (the designation, or all of its factors if you prefer). Then in the columns under each type, indicate the number of ships of that type. It is generally a good idea to skip a line or two between each fleet so that you will have room to record the fluctuations in fleet strength. You might want to dedicate two or three columns to the most common production (e.g. CWs).

NEUTRAL ZONE CONTROL RECORD: Write the hex number of each captured Neutral Zone hex in a box in the top section. If a hex is recaptured, mark it out, and if captured again, write it in another box. In the lower section, write in the turn numbers (e.g. 1-12) and the total number of hexes. Then divide this by 5 and record the number of provinces on the third line.

CARRIER GROUP STATUS RECORD: This can be used during or after combat to record CEDS losses or an unrepaired group. Mark C for crippled and D for destroyed under the column for the ship in question.

HOMELESS SHIP SUPPORT RECORD: Record the number of support lines paid for each allied race.

EXTRA SHIPS RECORD

Ship Class → / FLEET OR SHIP #								

NEUTRAL ZONE CONTROL RECORD

List neutral zone hexes currently controlled:

Total Neutral Zone Hexes Captured & Effective Provinces

Turn						
Hexes						
Provinces						

Turn						
Hexes						
Provinces						

Enter total number of "effective provinces" on Economics Form on the "Captured Provinces" line.

CARRIER GROUP STATUS RECORD

Counter #	TYPE OF GROUP	CV TYPE	ESCORTS #1	#2	#3

This form can be used to keep track of carrier groups with crippled or lost escorts during the combat round and after.

HOMELESS SHIPS SUPPORT LINES

Write the allied race name in the first box, then check off as many boxes as you have paid for support lines for that race.

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(430.0) ECONOMIC RULES

(430.1) ECONOMIC INCOME

During the Phasing Player's Economic Phase, he (or she) receives Economic Points (also known as production points) for each of his planets and provinces as follows:

Province	=	2 Economic Points
Minor Planet	=	3 Economic Points
Major Planet	=	5 Economic Points

Only those planets linked to the Supply Grid and provinces (including captured provinces) that have one or more of their hexes linked to the Supply Grid provide Economic Points. This income, remaining funds from the previous turn (which are stockpiled in the capital and known as "the Treasury"), and later expenditures, are recorded on a copy of the Economics Form provided.

A given province, planet, or Neutral Zone hex can only produce income once during a turn, during the Economic Phase of the first race to establish ownership during that turn. Exception: Pirates (504.0).

(430.2) PROVINCES AND ENEMY ACTION

An enemy player may disrupt or capture a province.

(430.21) If a province contains one or more enemy ships and at least one friendly ship or base or planetary defense unit, the province is considered "disrupted." A disrupted province produces only one Economic Point.

(430.22) If the province contains no friendly units, only enemy units, the province is deemed "captured." A captured province produces one Economic Point for the enemy (capturing) player (if connected to his grid) and no Economic Points for the originally owning player.

Captured provinces cannot be disrupted. If enemy forces captured a province and friendly forces later re-entered it (even without ejecting enemy forces), it would be considered a disrupted province producing Economic Points for the original owner (assuming connection to his Supply Grid), not a disrupted captured province.

(430.23) If enemy forces in the province are destroyed or forced to retreat out of the province, and it is re-occupied by ships of the original owner or an ally, the province resumes full production for the original owner.

Note that convoys and FRDs cannot be counted to garrison or disrupt a province, so if the only enemy unit remaining in the province is a convoy/FRD and a friendly ship enters the province, it is recaptured. Bases can garrison or disrupt a province; planetary defense units cannot.

(430.24) If the enemy occupies a province and voluntarily withdraws from it during his Player Turn (no friendly units are in the province), the originally owning player, provided that he controls a province adjacent to the abandoned province, receives one Economic Point from it on his following Player Turn and can re-occupy it to gain the full production on later turns. If the original owner does not have an adjacent province, no one receives the EPs for that province on the current turn.

(430.25) Note that planets and provinces are treated separately. An enemy ship in a province that contains a planet (but not in the planet hex) does not affect the planet even though it does affect the province. A ship in a planet hex affects both the planet and the province the planet is in. A planetary defense unit does not affect the province that the planet is in.

(430.3) PLANETS AND ENEMY ACTION

A planet may be "devastated" or "captured" by the enemy; see (508.2). A "devastated" planet produces only one Economic Point (if minor) or two points (if major) per turn. The points are received by the player holding the planet.

(430.4) CAPITALS

Note that capital hexes include several planets and represent a major portion of the race's economic resources. These are shown in (511.0). See (759.0).

(430.5) OFF-MAP AREAS

Some races have off-map areas, which may include provinces, planets, and bases. These are as follows:

Federation: .... 3 provinces, no planets, 1 starbase.
Klingon: ..... No off-map areas, but see (505.3).
Romulan: ..... No off-map areas, but see (505.32).
Kzinti: ..... 3 provinces, 2 minor, 1 major, 1 starbase.
Gorn: ..... 3 provinces, 2 minor, 1 starbase.
Tholian: ..... No off-map areas.
Hydran: ..... 2 provinces, 1 minor, 2 major, 1 starbase.
Lyran: ..... 4 provinces, 2 minor, 2 major, 1 starbase.
ISC: ..... 8 provinces, 2 minor, 1 major, 2 starbases.
(The ISC is to be in a future expansion.)

(430.6) DEFICIT SPENDING (Advanced)

While most Economic Points are spent during the Repair and Construction Phases, there are numerous cases requiring points to be spent during the turn. Some of these include: buying extra Strategic Movement, repairing damage steps on carrier groups, replacing lost PFs, and supplying drone ships.

(430.61) Because these expenses cannot easily be foreseen, the player is allowed to spend some of the next turn's Economic Points. This can be done at any point after the Production Phase. The player cannot use deficit spending during the Repair and Production Phase.

(430.62) A player can spend a limited number of points in excess of the amount in the Treasury. The number of points which can be spent is determined as follows:

LAST TURN'S INCOME	ALLOWED DEFICIT SPENDING
0-10	Equal to income
11-50	10 points
51+	20% of income

The term "last turn" refers to the last time the player received income, which could be earlier in the current turn.

(430.63) Deficit spending cannot be used if the race has not fully repaid all previous deficits. Deficit spending must be repaid in Step 1 of the Sequence of Play before other expenditures can be made. The deficit remains even if the capital falls and must be paid back before production.

(430.7) PERCENTAGES

In some cases, e.g. Limited War or Economic Exhaustion, the economic income of a race may be multiplied by a percentage. In such cases, round fractions from 0.49 or less down and those of 0.50 or more up. Alternatively, players may do their accounting to as many decimal places as they wish, e.g. Treasury = 211.46 points.

TACTICAL NOTE: CONVERSION OR SUBSTITUTION

It is important to understand the difference between a conversion and a substitution.

Substitutions are specified in the racial construction schedule. When allowed, you build the substitute and pay the appropriate cost. Substitutions do not use up your limited conversion capacity.

Conversions (even during construction) use part of your conversion capacity.

Take maulers for an example. The Lyrans can pay 5 points to convert a CA to an STT (using their only major conversion) and can also substitute an STT for a CA (paying 10 points for the STT).

(431.0) PRODUCTION RATES

(431.1) SPECIFIED RATES

The production rates shown in the Order of Battle Annexes are the standard production rates. Each turn, the player may produce any or all of the ships shown on this production schedule at the cost specified in (432.0). The player is not required to produce these ships.

(431.2) OTHER PRODUCTION

The player may (if at War), in addition to the ships on the production schedule, produce any number of defense battalions, one mobile base, one FRD, and/or two convoys or any combination thereof. Additional units may be produced at the higher "overproduction" cost.

One set (509.4) of tug pods can be produced each turn for replacements and authorized additions only.

Once PF production is authorized by (502.61), an unlimited number of PFs may be built. See (502.2).

(431.3) OVERBUILDS, OVERPRODUCTION

Overproduction allows a player to produce extra ships (and other units) in excess of the stated production rates. However, ships produced as "overbuilds" cost twice the normal amount.

(431.31) Ships larger than 8 combat factors (not including fighters) cannot be produced by overbuilding. Exceptions:

- The Gorns can overbuild BCs.
- The Romulans can overbuild FHs.
- The Hydrans can overbuild DGs.

(431.32) Carrier groups (including single ships, but not SCS groups) with 8 or fewer fighter factors can be overbuilt. The cost of fighters is not doubled. Exception: Hydrans can overbuild UH, CV, NCV.

PFTs can be produced by overproduction, but total production is limited. PFs are produced independently of PFTs (502.2), and their cost is not doubled. See (432.42).

(431.33) The following units cannot be produced by overproduction:

- any tug or any tug pod
- maulers
- Federation CVL or CVB

(431.34) In the case of a conversion-during-construction of an overbuilt ship (433.2), the player pays the double cost of the basic ship and the conversion cost. For example, overbuilding a Klingon D6D would cost:

(8+3) x 2 = 22 Economic Points total.

(431.35) The Romulans can overbuild SNs, SNBs, BHs, or WEs. As an optional non-historical rule (requiring agreement of all players), the Romulans could be allowed to overbuild K4s and K5s. (This is primarily to use up surplus counters.) See (431.62).

(431.4) WARTIME REQUIREMENT

A race cannot use overproduction or accumulate unspent Economic Points during turns it is not at War.

(431.5) SHIPYARDS

All production is at the capital, except that each starbase can build one ship that costs 3 points or less. These ships are included in the production schedule. A 3-point ship could be overbuilt by a starbase paying 6 points (the starbase can still build only one ship). A 4-point or larger ship could not be built by a starbase. A starbase could build a 3-point-cost ship (the cost of fighters is outside this limit) AND convert that ship during construction (431.34) with a conversion costing up to 3 points. The loss of starbases does not reduce the standard production schedule.

(431.6) ROMULAN SPECIAL PRODUCTION

(431.61) The Romulans cannot build Klingon ships, such as K7Rs. They can convert ships purchased or otherwise received from the Klingons to Romulan technology. These are then considered to be Romulan ships for all purposes.

The Romulans never did produce the "Klingon" design ships (all of which were bought from the Klingons). As an optional non-historical rule (requiring the approval of all players), you could allow Romulan production of these ships. See (432.63).

(431.62) The Romulans ceased production of most (but not all) of the "early series" ships (Snipe, War Eagle, Battle Hawk, etc.) to concentrate on the new SparrowHawk, SkyHawk, FireHawk, and Condor classes. The Romulan player is not bound by this and can elect to replace one ship on his production schedule each turn with a corresponding "early series" ship. See (431.63).

(431.63) Corresponding ships include:

King Eagle	FireHawk	KR
War Eagle	SparrowHawk	KD5
Battle Hawk	SkyHawk	K5
Snipe-A	SeaHawk	K4

Snipe-Bs, K7Rs, KRCs, KRMs, SEs, FEs, and K5Ss cannot be produced by substitution but must be produced by conversion. KRTs and K9Rs cannot be produced at all.

Falcon maulers can be substituted for War Eagles (i.e. for SparrowHawks) within the limits in (704.0).

The SeaHawk and KD5 are in Total War.

NOTE: The primary function of this rule is to allow the Romulan player to use counters more effectively.

(431.7) CARRIER GROUP PRODUCTION

(431.71) When authorized to replace a single ship with a carrier group, the player must also delete from his normal production schedule ships equivalent to the escorts. See Annex (757.0) for the composition of each carrier group.

(431.72) Alternatively to deleting ships to cover escort production, an equivalent (to the escort) uncrippled ship can be moved (by any type of movement) to the production facility and absorbed into the group. This reduces the cost of the group by the cost of the unneeded escort. See (757.0) for data on ships in carrier groups. The absorbed ship will require a 1 point surcharge for conversion to escort configuration. If that escort has its own fighters, these are absorbed into the group, reducing the number of new fighters to be bought.

(431.73) A player may replace a specified carrier group on the production schedule with equivalent standard warships. For example, a Fed CVS group could be cancelled and replaced by a CA, DD, and FF. An existing group can be "unconverted" into standard warships for 1 point per ship (fighter factors are lost). The Fed CVA (a unique ship) would be replaced with a DN (or DN+ or DNG depending on year). Kzinti CV cannot be unconverted before Y180.

(431.74) Most races receive a number of "free" fighter factors each turn; these are listed in the production notes under the Orders of Battle for each race. These can be used for carrier (ship) production, but not for bases or PDUs. Basically, the race does not pay the costs in (432.21) for up to that number of fighter factors for ships built during that turn. These points are lost if the capital is captured (until a new one is built).

EXAMPLE: The Klingon player wishes to convert an F5 and an E4 into an FV group. This would normally cost 3 for the conversion + 8 points for the fighters. Instead, the Klingon player uses four of his "free fighters" and completes the group for only 3 points.

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(432.0) PRODUCTION COSTS

(432.1) BASIC COST CALCULATION

(432.11) SHIPS: The production cost for each unit is its uncrippled combat factor (or the higher of its defense and attack factors), with the exceptions noted in Annex (752.0).
(432.12) CARRIERS: In the case of carrier groups, the basic construction cost is as follows:

Escort: Defense factor (757.2) + 1 (escort surcharge)
Carrier: Defense factor (757.2) + 2 (carrier surcharge)

Ships built on CW, DW, or FF hulls pay the discounted cost of those hull types plus the surcharge for special equipment. See (432.2) for the additional cost of fighters.

(432.2) CARRIER (FIGHTER) COSTS

The production costs of ships, carriers, pods, bases, and PDUs does NOT include the cost of their fighters.

When one of these units is overbuilt, the fighter cost is not doubled; see (431.32).
(432.21) Fighter factors are added to the production cost of ships and pods (2 Economic Points per factor). Note that this makes fighters inordinately expensive; the cost represents providing a supply of fighters for the average service life of a carrier. A carrier (base, PDU, etc.) cannot be produced without its fighters.
(432.22) Bases pay 1 Economic Point per fighter factor, plus the cost of the base (or upgrade); see (433.41).
(432.23) Planetary defense units pay 1/2 Economic Point per fighter factor plus the cost of the unit itself; see (508.31) and (433.421).
(432.24) The cost of Hydran hybrid-carrier ships (except for those noted) is equal to:

- the fighter factor plus the lower of the attack or defense factor (i.e. one point per fighter),

—OR—

- the higher of the attack or defense factor,

—WHICHEVER is higher.—

The exceptions include:

TRUE CARRIERS listed in (757.5) which pay two points per fighter factor under (432.21).

NON-CARRIERS: The costs of Hydran ships without fighters are calculated under (432.1).

SPECIFIED COSTS: In the case of ships with a class-specified construction cost (DNs, DWs, FFs, etc.), add the cost of the fighters to the specified cost. Thus, the Paladin costs 16+6, the Horseman costs 5+3, and the Scythian (Total War) costs 3+3.

OVERBUILDS: When overbuilt, use the factors selected by the basic Hydran rule but do not double the fighter cost.

EXAMPLE: A Hydran Ranger cruiser is 6-8(4). Add the fighter factor (4) to the lower of the two combat factors (6 in this case) for a total of 10. As 10 is higher than the defense factor (8), the normal production cost is 10. When overbuilt, the Ranger would cost 6 (doubled to 12) plus 4 (fighters) for a total of 16.

NOTE: When a carrier (base, pod, PDU, etc.) is lost, its fighters are lost with it. The concept of "fighter pools" of surplus production due to the loss of carriers has been eliminated from the game.

(432.3) COST OF PFs

PFs are not included in the cost of PFTs or PFT pods. They are built separately under (502.2).

(432.4) COST OF SCOUTS AND PFTs

(432.41) New production scouts cost 3 points more than the cost of an equivalent hull. One scout can be built each turn by any race as a substitution for a normally scheduled ship of the equivalent hull. Equivalent hull types are shown in Annex (758.0). Conversions of existing ships or ships converted during construction are not limited.
(432.42) PFTs cost 5 points more than the production cost of an equivalent hull [unless otherwise specified; see (751.0)]. No race can build more than two PFTs per turn by any means. One PFT can be built each turn as a substitution for a scheduled or overbuilt ship of the equivalent hull (758.0), and one conversion (751.0) to a PFT can be made each turn. Production of PFTs cannot begin until the owning race is on the second turn of PF deployment (502.61).
(432.43) When calculating the cost of an overbuilt scout or PFT, include the scout/PFT surcharge in the amount to be doubled. This cost surcharge applies to any scout unit not otherwise specified, such as the Klingon D6D.

(432.5) SPECIAL RULE: FEDERATION CVB

The Federation CVB group carries the same number of actual fighters as the CVS, but these are the superior F–15s, resulting in a higher combat factor.

CVS groups can be produced as CVBs but a surcharge of 8 points must be paid to reflect the vastly higher cost of the marginally superior F–15s. The total cost for new construction CVBs is thus:

CVB	8 + 2	=	10	
DE	6 + 1	=	7	
FFE	3 + 1	=	4	(frigate discount)
Fighters	8 x 2	=	16	
F-15 Surcharge		=	8	
TOTAL		=	45	

Converting a CVS to a CVB costs 8 points (plus 4 for the 2 extra fighter factors).

The two CVBs in the Federation Pre-War construction schedule do not pay the surcharge or the extra fighters.

(433.0) CONVERSIONS

It is possible to convert some ships to other types.

(433.1) WHERE CONVERSIONS ARE DONE

(433.11) All conversions are made at starbases. Each uncrippled starbase can make one conversion per turn. Conversions are completed within the owning player's Economic Phase.
(433.12) One starbase in the capital hex can be used to make a 4 point (or greater, not including the cost of fighters or PFs) conversion each turn; the other SBs (including those in the capital hex) can make a 3 point (or less) conversion. The entire capital can produce one 4 point conversion per turn, not each SB in a capital hex. [Exception: (433.15).] Any SB in the capital/shipyard hex can be used; the selection can be changed each turn. If a replacement capital was established at a planet, this capital cannot make 4+ point conversions unless an SB is there. See (433.16) for purchasing extra major conversions.
(433.13) If a ship is converted during construction, the starbase performing the conversion must be in the same hex as the production facility. (A frigate produced by a starbase could be converted by that starbase.) A 4+ point conversion done during construction would use one of the race's allowed major conversions during that turn.
(433.14) Note that "a conversion" could include several ships to a carrier group. (In this case, any fighters on the original ships are retained and not purchased again.) Also

note that the "allowed substitutions" on the Order of Battle do not count against the conversions.
(433.15) The Federation and the Klingon Empire can each make two 4+ point conversions in their capitals and can buy another under (433.16). See (433.17).
(433.16) Any race can purchase one extra large (4+ point) conversion per turn for 5 Economic Points plus the cost of the conversion itself. These cannot be accumulated for later use. See (433.17).
(433.17) No starbase can make more than one large (4+ point) conversion per turn, and all large conversions must be made in the capital/shipyard hex. Extra conversions under (433.16) and (433.15) are subject to all rules.
(433.18) In the case of Hydran lateral conversions (one ship to a different class, such as RN to DG), any extra fighter factors must be purchased; any excess factors are lost. (DG converted to RN buys the two extra fighters; RN converted to DG loses the two surplus fighters.)
(433.19) Conversion of one carrier group to another which uses the same carrier but different escorts (Fed CVA → CVN) is allowed (751.0). Such a conversion requires the carrier group and two warships (future escorts) and results in a different carrier group and two different warships (former escorts). Any conversion must result in a group listed in (757.1) for which there is a specific counter.

If the original group has lost some escorts under CEDS (308.1), the group need not pay the cost of converting these destroyed escorts (1 point per escort). Conversions of this type can be done at starbases.

(433.2) PROCEDURE

(433.21) During the Economic Phase, each starbase may make one conversion of a ship in the same hex. The costs (see Annex 751.0) are expressed in Economic Points. The ship must be in the starbase hex during this phase to be converted. The ship's original counter is removed and replaced with a counter representing the new values. A ship can move normally on the turn it is converted. Units cannot be "unconverted" to recover Economic Points.
(433.22) Starbases can only convert ships of their own race. As a partial exception, the Romulans can convert certain Klingon ships to their designs. Also, captured ships can be converted (305.23).
(433.23) Ships can be converted during construction if a starbase is available in the hex where the ship was built to make the conversion. This does not reduce the construction schedule or capacity. The conversion must be completed on that turn. This conversion is within the limits on the total number of conversions allowed.

(433.3) ANNEX OF CONVERSION COSTS

See Annex (751.0). No class of ship or group can be created by conversion until it appears on the production schedule of the owning race or is authorized by a date shown in the Annex for that race (701-712) or in (432.42).

(433.4) NOTES ON CONVERSIONS

(433.41) BASES: The procedure for building bases is to first deploy a mobile base (510.2), then convert it to a battle station and finally (not on the same turn) convert it to a starbase. Battle stations on the map (built Pre-War) can be upgraded to starbases.

To upgrade a base, the base must be in the Supply Grid and a tug (same race or allied) must already be in the hex. The tug cannot move during the turn, but can participate in combat and could be destroyed without stopping the upgrade. (If the tug is destroyed, hard-working staff officers will find alternative support to complete the upgrade that is in progress. They cannot do this before the tug is destroyed, mostly because they do not have to.)

During the time it is being upgraded, the base has the original factors. If destroyed during this turn, the points spent to upgrade it are lost. If crippled during this turn, the upgrade is completed after the Combat Phase and then the base is crippled (based on the original combat factors).
(433.411) It is possible to build two or more friendly bases in the same hex. The owning player must specify if the bases are in the same system (one cannot be in a Battle Force unless both are) or in separate systems (in which case treat this as a capital hex with two systems).
(433.412) Permission from the host player is required before a base can be built in allied territory. Such a base would facilitate supply, allow Strategic Movement, and repair ships. This could be in the same hex as a host country base; see (433.411). Also see (510.13). Bases cannot be built in allied off-map areas. Also see (652.12).
(433.413) Bases (including mobile bases) and planetary defenses cannot be built or converted unless the race is at War or Limited War (652.2), and then only if the fleet area containing the hex is active (600.3). They can be repaired or replaced.
(433.414) Most races are provided with counters which have a starbase on one side and a battle station on the other. These are used to mark the locations of newly built bases on the maps. As a crippled starbase is not a BATS, and as a crippled BATS is certainly not an starbase, you will have to use the "C" markers to indicate a crippled unit rather than flipping it over. This is a minor inconvenience compared to having no base counters at all.

(433.42) PLANETARY DEFENSES: Existing PDUs (508.1) can be upgraded by three methods, all of which involve adding a battalion to an existing defense unit.
(433.421) The self-generation system allows an undevastated friendly planet which has at least one PDU (same race) to build a new battalion each turn. This does not require a tug, but the planet must be within a Supply Grid capable of funding the new battalion, which costs 5 points [plus 3 points for fighters, see (432.23)]. No more than one battalion can be added to a planet on one turn using this method. This is an exception to (508.32).
(433.422) The upgrading system is used on any planet with a PDU of the same race. A tug must be sent to the planet (by Operational or Strategic Movement); the tug can have no other mission during the turn. The new battalion is placed at the start of the next owning Player Turn. The cost of 7 points (plus 3 points for fighters) must be paid by the Supply Grid that includes the planet. Each tug can add one battalion to the defenses of the planet per turn.

If the planet being upgraded is in the capital hex, no transportation is involved. A tug is required if the PDU is in a capital hex (of a multi-hex capital such as the Gorns and Romulans) which does not include the capital planet.
(433.423) A third method of upgrading planetary defenses is to deliver additional battalions by the method used to establish new defenses (508.32).
(433.424) No more than four battalions can be added to one planet during one turn. Minor planets cannot have more than 6 battalions, majors cannot have more than 10, and capital planets cannot have more than 20. PDUs cannot be built in off-map areas.

(433.43) ROMULAN MODULAR SHIPS: The Romulan SparrowHawk and SkyHawk ships are built with modular construction. Each consists of a basic hull and modules (two on a SparrowHawk, one on a SkyHawk) which can be quickly changed to convert the ship to one of several variants (cruiser, scout, carrier, PFT, etc.).
(433.431) The allowable conversions are listed in Annex (751.0). Note that any type of SparrowHawk (listed as "SP?") can be converted to the basic SP light cruiser for

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no cost, and any type of SkyHawk can be converted back to the basic SK destroyer for no cost. All other conversions include an economic cost.

(433.432) While other ships must begin the turn in a friendly starbase hex to be converted, these two ship types can also be converted during Operational Movement. The ship simply moves into the starbase hex, gives up one Movement Point, pays the required Economic Points, is converted, and continues moving. This can only be done if no enemy units are in the starbase hex. Each starbase can make up to three such conversions per turn.

The SP and SK ships can also use normal conversions. Any conversions are under the normal starbase limits unless the modules were paid for previously. This could be a previous conversion that had been changed (producing a spare set of modules) or a set of modules produced on a previous turn without performing a conversion, the modules being stored for future use and recorded. Note that such pre-produced conversion modules would count as the conversion allowed by that starbase (and possibly the one major conversion) for the turn they were produced. Modules cannot be used on two ships during a single turn.

These ships do NOT use the same system as tugs for conversion. Note that as carrier groups include several SP or SK ships the modular conversion from/to a carrier would be conducted on several ships simultaneously. Exact hull types (757.0) must be used, and all ships to be converted to a group must be produced in and/or move to the hex containing the starbase that is performing the conversion.

(433.433) All such ships are produced with the standard A-modules and can be converted as above. When non-A modules are removed from a ship, make a record of them. Other ships can later use these modules for conversions for a cost of one Economic Point (which pays for the conversion). The modules for SkyHawks and SparrowHawks are not interchangeable.

(433.434) The conversion to the SPF is a permanent, not a modular conversion. The special rules for modular conversions do not apply in this case, and once converted to an SPF, it cannot be re-converted to anything else by any means. This cannot be done during movement.

(433.44) CRIPPLED UNITS: Crippled units cannot be converted, although they could be converted on the same turn and phase that they are repaired. A crippled base would require two tugs for this to be accomplished; see (420.64).

(434.0) ACTIVATIONS

The Klingons and the Federation have older ships in mothball storage for use during emergencies. This is shown in their Order of Battle. Some Klingon ships sold to the Romulans are handled as activations; see Annex (704.0) for details.

(434.1) COST OF ACTIVATION

It costs one point per ship (regardless of class) to activate a mothballed ship. This is done during the Production Phase at the rate specified in the Annex. Activated ships are counted as new production for purposes of Strategic Movement.

(434.2) LOCATION

Mothball ships are in the capital hex.

Mothball ships cannot be attacked, but are considered destroyed if the capital is captured.

(434.3) OTHER RULES

(434.31) Newly activated ships can move operationally immediately. They can move by Strategic Movement and receive free strategic moves (204.31).

(434.32) Mothball ships can only be activated when at Wartime economic status (652.2). The Klingons can activate ships on Turn 1 as they are at Wartime status.

(435.0) TRANSFERS

Two allied nations, both of which are at War or Limited War, can transfer Economic Points between themselves. Usually, this will be in terms of a larger race giving Economic Points to a smaller one.

For example, during the period of Turns 7-10, the Federation may be unable to use its full economic capacity without resorting to expensive overbuilds. The Kzintis will probably be unable to build their normal capacity because of their wrecked economy. Transferring Federation Economic Points to the Kzintis would maximize the number of ships that could be built.

(435.1) LIMITATIONS

Any race can transfer up to 20 Economic Points per turn to each allied race (Fed-Kzinti-Gorn-Hydran-Tholian or Klingon-Lyran-Romulan), provided only that both are at War (including Limited War) and have become allies or cobelligerents. The 20-point limit is the number of points that can be SENT on a given turn. Changing tactical situations could delay some shipments so that more than 20 points might arrive on a single turn.

(435.2) PROCEDURE

(435.21) A tug is required for each 10 (or fewer) Economic Points to be transferred. An LTT (in Total War) can transport up to 7 Economic Points. The number of Economic Points carried is public knowledge.

(435.22) The tug moves by Strategic Movement (or Operational Movement, or a combination of the two on different turns) from the capital of one race to the capital of another, then back to its own capital. This will normally require one turn, unless the tug must travel through off-map movement areas (207.2) or use Operational Movement. Any friendly /allied tug can be used; it need not start on the capital but must of course enter the capital. However, a given tug can only make one round trip per turn [see (204.24)] and must return to the sending capital to change missions.

(435.23) If a tug carrying Economic Points en route is in a Battle Hex, it must be part of the Battle Force; see (308.7). (The enemy is certainly forcing the action toward the tug in an effort to intercept it.) If the tug is destroyed or crippled, the Economic Points are lost. If captured (305.0), the capturing player receives half of the Economic Points.

(435.24) The points are deducted from the sending race when the tug leaves the sending race's capital and added to the receiving race when it arrives at their capital. The points can be used for any subsequent function in the Sequence of Play. A race cannot use deficit spending to send Economic Points to another race.

(435.3) INTRA-RACIAL TRANSFERS

Transfers (via tugs) can also be made into or out of Partial Supply Grids (to send in supplies or to evacuate accumulated Economic Points). This might be done to supply a base which has been cut off from the main grid. Such transfers could come from or go to allied grids.

In such case, the points are deducted when the tug leaves the sending capital and added when the tug arrives at the receiving capital (of a race or partial grid).

(436.0) THE KLINGON B10 BATTLESHIP (Advanced Rule)

In Y169 the Klingons began construction of the largest ship ever built. While it was originally estimated that it would take four-five years to complete, the Klingons did not in fact finish the first of these until after the War ended in Y185. This was because of two factors.

The first was sheer size and cost of the project as compared to the available resources and yard capacity. While the B10 would be more powerful than three heavy cruisers, it would cost at least as much as five of them and take three times as long to build.

The second was the unending series of design changes, experiments, and errors. In part the large design worked against the Klingon naval architects. They had never built a ship of this size and found that simply scaling-up a smaller design produced the wrong answers to key questions about how heavy some structural members needed to be. Ultimately, the completed B10s would have about six thousand tons of metal framework that they did not really need, but which was too expensive to remove.

There was considerable debate as to the cost-effectiveness of the B10. While it would be the most powerful single unit, it would be a tempting target. If it suffered serious damage, only a starbase could repair it. (This can be considered a rule.)

The Klingons planned four of these monsters (one for each enemy border and one for the Home Fleet). Players can build as many as they like (or can afford).

- B10–1 *Invincible* was completed after the War and served as flagship during the Andromedan War.
- B10–2 *Insatiable* was converted to a large carrier and also served against the Andromedans.
- B10–3 *Inviolable* was to be a standard B10. The ship fought in an incomplete state to defeat the Alliance offensive of Y184 and was so heavily damaged that work was never resumed.
- B10–4 *Invulnerable* was never completed, but the boom was used (and lost) in combat when Andromedans raided Klinshai.

No other race ever contemplated the construction of a similarly-sized ship.

While the B10 was not completed in time to serve in the General War, the players may use the following rules to bring it into service earlier.

(436.1) FREQUENCY OF CONSTRUCTION

The Klingon player can begin construction of one B10 Battleship in the Fall of Y169 or later. He can begin construction of a second (and third, and fourth, etc.) Battleship two years after beginning construction of the previous ship.

(436.2) COST OF CONSTRUCTION

Each turn, during the Production Phase, the Klingon player must decide which, if any, of the Battleships under construction will be worked on. For each Battleship under construction, he has the following choices and can take any one (but only one) of them for each ship. He can work on all of the B10s simultaneously and may select the same or a different option for each one. The options are:

(436.21) Work on the ship: This costs 5 Economic Points. Roll one die and add the result to a running total for that ship. When this running total equals 40 or more, the ship is completed and can be used in combat on that turn.

If production of a dreadnought (Klingon C8, C8S, or C8V) is scheduled for that turn and the dreadnought is not produced, the building player can pay 10 Economic Points and roll two dice.

If a dreadnought is not produced, two die rolls can be made for one B10 under construction, not for all B10s under construction. If another ship is produced as a substitution for the C8, it is counted as building a C8 for purposes of this rule and bonus B10 rolls.

NOTE: The cost of fighters is in addition to the cost of the ship itself and is paid only when the ship is complete.

(436.22) Maintain the ship: This costs 2 Economic Points, but nothing is added to the running total for that ship on this turn.

(436.23) Store the ship: This costs no Economic Points, but the running total is reduced by 2 points each turn. This cannot be reduced below 2 points. A Battleship under construction with only points is not a "new" ship that must be begun, but an existing ship that can later be worked on.

(436.24) Use the ship in combat: See (436.33).

(436.25) Scrap the ship, destroying it and receiving a number of Economic Points equal to 1/2 of the running die roll total (round fractions down).

NOTE: There is no means by which a B10 (or other Battleship) can be produced except as detailed above. There is no 'direct cost' which a player could pay and receive the ship without making die rolls.

(436.3) CONSTRUCTION FACILITY

All Battleships are built at the starbase in the home (Klinshai) system. This does not reduce other scheduled construction.

(436.31) All Battleships under construction can be fired at (by Directed Damage only) with each point of effective damage reducing their running total by one point. Ships reduced to below zero are destroyed. (This of course assumes that the starbase is in combat.) The Battleship cannot be voluntarily given up to resolve casualty points.

(436.32) If the starbase is destroyed, all Battleships under construction are destroyed unless they qualify to operate under (436.33).

(436.33) Incomplete Battleships can, under some circumstances, participate in combat in the capital system. Any Battleship with a running total of at least 16 can fight with a combat factor of 8 (Command Rating 8). Any Battleship with a running total of 30 or more can fight with a combat factor equal to one-half of the running total (drop fractions) and a Command Rating of 10. The ship cannot be crippled; if the required Damage Points are scored, the ship is destroyed. That is, an incomplete Battleship has no reverse-side crippled step. An incomplete Battleship can move out of the capital hex (including Retreat Movement) but must return there to be completed.

(436.4) OTHER RACES

While no other race even contemplated the construction of such a ship, other players might wish to consider the possibility for purely experimental purposes. Simply use the rules above, and if a ship should ever be completed, use one of the numbered "Ship" markers (pending actual Battleship counters in Total War) and the factors of the B10. Construction can begin when the race goes on full Wartime economic status.

NOTE: The Kzintis were once thought to have intended the SSCS design as an answer to the B10, but in fact this ship was not designed until the Andromedan Invasion and is not available for construction in F&E.

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(500.0) SPECIAL RULES

The rules in this section cover special areas that do not fit neatly within Movement, Combat, or Economics.

(501.0) CARRIERS AND FIGHTERS

Fighters are small combat shuttlecraft. Carriers are ships specially designed to operate and maintain fighters.

(501.1) CARRIER GROUPS

(501.11) Most (but not all) carriers are included in "groups" with their standard escorts. The unit is an integrated squadron and cannot be broken down. The group counts as the number of ships shown on the counter. Any reference to a carrier (for example, a C8V) not specifically stated as being otherwise refers to the carrier group.
(501.12) Carriers listed in (757.6) are separate ships not included in carrier groups. Players cannot assign escorts to these ships, but can use the formation rule (308.7).
(501.13) Starbases, battle stations, and planetary defense units have fighters and operate as immobile carriers.

(501.2) FIGHTER FACTORS

All carriers have fighter factors printed as a small number near the middle left side of the counter. Note that many Hydran warships are carriers in this sense.
(501.21) Whenever a carrier is part of a Battle Force, its fighters can be used in that combat. The fighter factor represents the carrier's capacity, not necessarily the number of fighters it has. Limitation: see (302.332), maximum of three "ship equivalents" of fighters in a Battle Force.
(501.22) If the carrier is crippled, its capacity will be reduced, but the fighters themselves are not destroyed. Fighters in excess of the new capacity could be given up as casualties or transferred to another carrier; (501.7).

(501.3) CONTROL LIMITS (WITH CARRIERS)

(501.31) When used in combat in the same Battle Force as their carrier, fighter factors do not count against the control limit of the flagship (although the ships in the carrier group do).
(501.32) The fighter factor is considered to be a number of separate units, each of which has an attack factor of 1 and a defense factor of 1. The "unit" can be given up to satisfy Damage Points. It should be clear that each fighter factor is a separate unit. A carrier need not give up all of its fighters at the same time. Fighters have no crippled status.
(501.33) Markers stating "No Fighters" can be used during the Combat Procedure to indicate which carriers have lost or given up their fighters.

(501.4) CONTROL LIMITS (INDEPENDENT)

Fighters used in a Battle Force without their carrier count against the command limits; see (302.35). The carrier or base must be in the Reserve elements in the same hex unless using (205.7).

(501.5) REPLACEMENTS

After a given Combat Phase is over, all carriers that are in supply automatically receive replacements for any fighters lost in combat. Only in the case of an out-of-supply carrier, or in the case of a carrier that lost some fighters and then retreated into another Battle Hex, will records of fighter losses need to be kept.

(501.6) TRANSFERS

Ships and bases of the same race in the same hex can transfer fighters between each other between Combat Rounds as long as the receiving unit has the capacity to hold the fighters. For example, a Kzinti CVE group in the Reserve forces might give up its fighters to a CV group in the Battle Force, allowing it to remain at full strength. Carriers which transfer fighters to other carriers are not in or supporting the Battle Force and cannot be attacked.

PDUs can never transfer their fighters/PFs to another unit; exception: if the PDU is destroyed, the fighters/PFs can be transferred to a carrier in the same hex. Fighters can be transferred from a carrier to a PDU, but cannot later be transferred back to the carrier except as above.

Klingon and Lyran fighters are considered to be the "same race." (Gorns and Feds are not, different weapons).

(501.7) DAMAGE

For combat purposes, fighters and a carrier are independent. Directed Damage against the carrier need not include the fighters; see (302.53). If the carrier is destroyed or crippled and the fighters cannot be transferred by (501.6), they are given up as casualties immediately at that point in the Combat Round; see (308.23). See (502.45) PFT damage.

(501.8) INDEPENDENT MOVEMENT

Fighters can move in Reaction Movement independently of their base or carrier; see (205.7). Fighters cannot move independently of their carriers except by (205.7).

(501.9) FIGHTER SHIP EQUIVALENTS

Six (actually 6-8) fighter factors are equivalent to one ship for purposes of various rules. Three (actually 3-5) fighter factors would be equivalent to a half-ship (i.e. to a crippled ship); see (203.54). Fighters, PFs (502.46), and crippled ships cannot be combined in "ship equivalents." See (302.35) for extra fighters/PFs in the Battle Force.

(502.0) FAST PATROL SHIPS

These units, variously called PFs, gunboats, or fast patrol ships (or, incorrectly, pseudo-fighters), appeared late in the War (beginning in Y178). These ships are analogous to the PT boats used in Earth's World War II. They greatly increase defenses in F&E.

(502.1) FLOTILLAS

PFs are operated in flotillas, each consisting of six PFs. A flotilla might not be at full strength. Normally a flotilla includes four standard PFs, one slightly larger PF leader, and one scout-PF. These special ships are all averaged into standard PFs for game purposes.

(502.2) PRODUCTION

Each individual PF has a combat factor of 2 and costs 1/2 Economic Point. There are no counters representing PFs; they are recorded by the presence of their base/tender counter or by written records.

On the first turn of PF deployment, production of PFs is limited to replacing free PFs lost in combat. Thereafter, PF production is unlimited (431.2), but there must be a base, PDU, SCS, or PFT for each PF built.

(502.3) MOVEMENT

(502.31) While very efficient to build, PFs are of limited range. They cannot move on the map, except in a one-hex Reaction Movement (205.7). They are deployed at bases, PDUs, and on special ships known as PF tenders or PFTs. These PFT ships can carry PFs to a Battle Hex, much as carriers transport fighters to such hexes.

(502.32) The term "tender" (or PFT) refers to the support unit, which could be a PFT, base, or PDU. PFT ships have a "P" in the position normally occupied by a fighter factor. Most PFT ships have scout sensors and can function as fleet scouts; note the diamond symbol on the counter. Crippled PFTs can carry a full flotilla but (like crippled scouts) do not have scout functions. The production cost of a PFT does not include its PFs.

(502.33) If a tug functions as a PFT (509.1G), it carries a flotilla of six PFs and has scout functions.

(502.4) COMBAT

PFs are operated somewhat like fighters.

(502.41) If the tender is in the Battle Force, the PF flotilla of up to 6 PFs does not count against Battle Force command limits. If the tender is not in the Battle Force, each flotilla of 6 or fewer PFs (from one or more PFTs) counts as one ship. If the PFT is included in the Battle Force, its PFs must also be included (unless they were sent to another hex by Reaction Movement). See (302.333).

(502.42) Each PF has a combat factor of 2 and counts as a single unit for purposes of combat. There is no crippled state for PFs.

(502.43) At the end of every Combat Phase (once per Player Turn), all PF-owning players (whether it was their Combat Phase or not) must examine their PF flotillas. Those which are understrength can be brought up to full strength immediately by using any available Economic Points in the Treasury to produce new PFs (even though this is outside the normal Production Phase). This can only be done if the tender is in supply.

A starbase out of supply could produce one PF per turn; the cost is paid by the Partial Supply Grid.

Those flotillas which are not brought up to full strength must be recorded as such for future reference. They can be brought up to full strength later during the owner's Production Phase or at the end of any Combat Phase.

(502.44) PFTs, bases, and PDUs of the same race in the same hex can transfer PFs under the same restrictions as fighters transferred under (501.6). Klingon and Lyran PFs are not of the "same race" for this or any purpose.

(502.45) For combat purposes, the PFs and tender are independent. Directed Damage against the tender need not include the PFs (302.53). If the tender is destroyed in combat and the PFs cannot be transferred to another tender of the same race in the same hex, they are given up as casualties immediately; see (308.23). See (501.7) carrier damage. See (501.6) for procedure.

(502.46) Six PFs are equivalent to one ship for purposes of various rules. Three (actually 3-5) PFs would be equivalent to a half-ship (i.e. to a crippled ship). See (203.54). Fighters (501.9), PFs, and crippled ships cannot be combined in "ship equivalents." See (302.35).

(502.5) DEPLOYMENT

PFs can be deployed on PDUs, bases, or PFTs. The deployments below are in addition to the fighters assigned.

BATS, PFTs: up to 6 PFs (1 flotilla).

Starbases: up to 12 PFs (2 flotillas).

Battalions: up to 3 PFs (1/2 flotilla).

(502.6) INITIAL DEPLOYMENT

Fast patrol ships were first developed by the Lyrans, but the technology rapidly spread across the galaxy. This is reflected in these rules. In the case of each race, all bases and PDUs which existed at the start of the game and which still exist (or which were destroyed and replaced on the map and still exist) automatically receive the allocation of PFs specified in (502.5) without any economic cost. Replacements and any PFs for use on tenders must be purchased through the economic system.

Transportation of "initial free PFs" to their deployment area is free and does not require a tug, tender, etc.

(502.61) The initial deployment is phased in during the Production Phases of three consecutive turns.

On the first turn of deployment, the race receives six PF flotillas. These are placed on bases of the owning player's choice within the capacity of those bases (mark them with "PF" markers). These free PFs cannot be transferred, and additional PFs cannot be purchased.

On the second turn of PF deployment, the race receives the number of PF flotillas specified in (502.62) which must all be placed on bases within their capacity (any surplus PFs must be deployed on PDUs or they are lost) and all original planets still held receive PFs as per (502.63). From this turn, the normal production limits for PFTs (432.42) and PFs (502.2) apply. See (431.2).

On the third turn of PF deployment, the race receives the final free PFs specified in (502.62), all of which must be placed on bases or PDUs within the limits of those units. This is "full PF deployment" for purposes of (410.53).

(502.62) The "free" initial PFs for bases are calculated on the original pre-game bases of the race. These free PFs can be deployed on any bases of the owning player, but must be deployed on bases. The free PF flotillas for bases are provided as follows:

RACE	1st Turn	2nd Turn	3rd Turn
Federation	6	24	6
Klingon	6	18	6
Romulan	6	18	6
Kzinti	6	6	6
Gorn	6	6	6
Tholian	6	6	0
Hydran	6	6	6
Lyran	6	18	6
ISC	6	18	6

(502.63) Free PFs for planets are produced only for planets which the original owner still owns. They are not produced (free) for planets you have captured or your planets that have been captured. Each minor planet receives one free flotilla of PFs; each major planet receives two free flotillas of PFs. If any given planet does not have sufficient PDUs to provide basing for the free PFs it receives, the surplus free PFs are lost forever.

(502.64) The PFs assigned to bases and planets are in addition to, not instead of, the fighter factors.

(502.65) For philosophical reasons, the Federation never built PFs. Instead of deploying PFs, the Federation doubles the fighter complement on its bases and PDUs using the same procedure. These extra fighters are not treated as PFs. The Federation must pay for doubled fighter factors on all bases and PDUs built and converted on or after the first turn of PF deployment.

Players familiar with STAR FLEET BATTLES can experiment with "conjectural" Federation PFs by using the "Ship-#" counters as PFTs. These would have factors of 4-7P◆ / 2-4P. The ship is an NCL variant available in Y180.

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(502.66) The PFs deployed on bases can be removed for use on PFTs, but those on PDUs can never be transferred. They could be used in an approach battle, but not in another system. Additional PFs can be purchased up to the limit that the base/PDU can support. PFs can be picked up from bases by a ship passing through that base hex during Strategic Movement or Operational Movement or while stacked with the base.

(502.67) PF Schedule: See (600.2), Turns 20-30. PFs are deployed to all races on schedule whether or not they have been involved in warfare.

(502.7) SPACE CONTROL SHIPS (Optional)

These large ships are CVAs modified to carry a PF flotilla at the expense of half of their fighter strength. Counters will be provided in Total War.

Players wishing to experiment with this class may convert existing CVAs to SCSs; see Annex (751.0). Not all races have such conversions available. The conversion reduces the fighter factor by half and adds a PF flotilla, but does not add scout sensors. They have the same Command Rating as the CVA group. SCSs count as carriers and PF tenders and can be built from the third turn of PF deployment. Players may substitute SCS groups for CVA groups on the production schedule at that point.

The Federation SCS group, which has no PFs, has 9 extra fighter factors. The Federation can build an SCS after any other race does. It cannot build SCSs earlier. (No one knew what an SCS was until PFs were invented.)

(502.8) ORION PIRATE PFs

The Orion Pirate player can convert his CVL to a PFT in the Spring Y180 (or later) turn. This replaces the 3 fighter factors with a "P" (no special sensors). The Orion Pirate player can purchase PFs to use with this ship.

(503.0) NEUTRAL RACES

Neutral races are those which have not yet taken sides in the General War or which (historically) never did so. There are several categories of neutral races.

(503.1) PERMANENT NEUTRALS

Two minor races are neutral during the entire course of the General War: the WYN Star Cluster (hex 0804) and the Lyran Democratic Republic (the province including hex 0711). These areas are not operated by any player.

(503.11) Any ship which enters (by any means) either of these areas is "interned" in the first neutral hex they enter until the scenario is over. This means that the ship cannot move or fight for the rest of the game. It is "under arrest" by the border patrol authorities of the neutral state. Neither side is willing to openly attack a neutral race, as this would force the neutral to join the other side. Interned units have no reaction capability, do not count for blocking non-neutral hexes adjacent to their internment hex, cannot be repaired, and do not count for any other purpose.

(503.12) Ships of any player can retrograde or retreat into a neutral hex and accept internment. Supply cannot be drawn through or from a neutral hex.

(503.13) Upon mutual consent, opposing players may negotiate a mutual release of some interned ships. This is generally along the lines of equal ships ("I'll let the WYNs release your frigate if you let them release mine.") but does not have to be. Players are free to negotiate and can pay bribes (the Orions will deliver them). Any agreement must be followed; the ships must leave during the owning player's Player Turn by any form of movement.

(503.14) The Orion Enclave is treated under these rules if it declares neutrality under (503.5).

(503.2) ARMED MAJOR NEUTRAL (ISC)

The Inter-Stellar Concordium is philosophically opposed to the General War. They strongly believe that all other races are composed of homicidal maniacs. (There is some evidence to support their position.) Any ships which enter their territory are immediately destroyed by powerful defensive fleets. The ISC will never join either side, even if one side never tries to attack them and the other does so repeatedly. No player is necessary to operate the ISC. Neutral Zone hexes adjacent to the ISC cannot be captured unless the ISC is (in a future product) operating as a major race. Ships cannot move through these hexes.

(503.3) THE THOLIAN HOLDFAST

(503.31) The Tholians are initially neutral, but will attack and try to destroy any foreign unit which enters their territory. Their forces are operated by the Kzinti player if attacked by the Coalition and by the Lyran player if attacked by the Alliance. The Home Fleet is a Reserve.

(503.32) If any Tholian base is destroyed, the Tholians immediately join the side that did not destroy the base; their forces are operated by that side.

(503.33) Tholian ships may not move more than two hexes outside of Tholian territory, and then only if at War. The Tholians may send one fleet [within the limits of (511.7)] outside of this limit if the Tholians are allied to another player or alliance. Ships can be sent to this deployed fleet to replace losses, but must enter a hex containing a ship of the Expeditionary Fleet during the same Movement Phase that they leave Tholian space.

(503.34) The Tholians will not allow Federation, Klingon, or Romulan ships to enter their territory even if allied to one side or the other. If this is done, the Tholians revert to neutral status. (Historically, Gorn and Kzinti ships assisted the Tholians during the final attempted Klingon assault.)

Had the Tholians allied with the Coalition, they presumably would have allowed Lyran ships to enter their territory. In a non-historical campaign, they would allow any allied race except the three neighboring races to enter.

Should the allies wish to provide Economic Points, these can be delivered by a non-adjacent allied race or the Tholians can go pick them up in allied territory by sending a CPC on a round-trip via Strategic Movement. The Tholians can receive Economic Points only from allies.

(503.4) FUTURE BELLIGERENTS

Races which have not yet entered the War but which are scheduled to do so in the future (or which may in a free scenario) are treated as in (503.1). When (and if) these races enter the War, any interned allied ships are released and any interned enemy ships are considered immediately and automatically captured (305.0), but the capturing race can use only Option 2 (305.22) or Option 3 (305.23).

(503.5) ORION ENCLAVE

The seven-hex province, including the planet Orion (hex 2812), is a part of the Federation. When any Coalition ship (with a valid supply path) enters this province, the Orion government secedes (withdraws) from the Federation and declares the province to be a neutral enclave. The Coalition ships in the enclave are interned; Federation ships can immediately move one or two hexes [under the terms of (302.7)] to leave the enclave or can accept internment. Thereafter, the province is treated under (503.1). (Should the Federation try to re-conquer the province, a dozen other provinces would also exercise their rights under the Federation charter and secede.) The Orions will re-join the Federation if they are not able to

connect to the Coalition Supply Grid. The interned Coalition ships retreat out of the enclave under (302.7).

If the Coalition ships do not accept internment, or if Coalition ships that enter the enclave later do not accept interment, the enclave rejoins the Federation.

(503.6) NEUTRAL ZONES

All races are separated from each other by Neutral Zones, which are shaded gray. The Neutral Zone between 2 races is named for them, as in the Federation-Romulan Neutral Zone. Neutral Zones are not treated as (503.1).

(503.61) Units are not allowed to enter Neutral Zone hexes which are adjacent to Future Belligerents until War or an alliance exists with that race. (Carefully regulated patrols in the Neutral Zone are not reflected in the game.) Neutral Zones not adjacent to any race can be captured. (The Lyrans cannot enter hexes 0805 and 0905 on Turn 1.)

(503.62) While War is in progress, the Neutral Zone is simply additional territory available to be captured. For every five Neutral Zone hexes held (not necessarily adjacent), the race gets credit for a captured province. Neutral Zones between allies can be "captured" to increase the economic base in any mutually agreeable proportion. A Neutral Zone hex is "captured" if it is occupied, or if the capturing player was the last to move a unit through it and no enemy ships are in or adjacent to it.

Players should keep track of which Neutral Zone hexes they have captured on their Player Folio.

A ship moving through a Neutral Zone hex can voluntarily declare that it is not "capturing" that hex. Neutral Zone hexes can only be captured by Operational Movement, not other types of movement.

Hexes 2617 and 3217 are a special case. They are treated as if they were adjacent to the Federation for all purposes.

(503.63) Planets in the Neutral Zones are neutral but have normal defenses. A player can give defense battalions to neutral planets via (508.32), but these units will fire on any ships (including his own) that enter the hex (excepting a tug delivering a battalion). In combat, their defenses are operated by the opposing player (and possibly as a third player if both players are attacking the planet). A captured neutral planet is treated as a captured enemy planet. See (301.7). Races cannot give PDUs to each other.

(503.64) Races at Wartime status (652.2) may occupy and hold Neutral Zone hexes adjacent to the Tholians, LDR, and WYN cluster.

(504.0) ORION PIRATES (OPTIONAL)

This optional rule can be used to add interest to the game. It requires a Pirate player who operates as a third party, not allied with either side. (Note that the Orion Pirates prey on Klingon shipping just as much as they do on Federation shipping, or on anyone else for that matter.)

(504.1) INFRASTRUCTURE

The Orion Pirate player does not have a territory, planets, or bases on the map. His ships are produced at and operated from secret bases. Note that there is no direct connection between the Orion Enclave (503.5) and the Orion Pirates. Some Orion ships have cloaks (203.8).

(504.2) BEGINNING ORDER OF BATTLE

The Orion Pirate player begins the game with four ships (1xCA, 1xCR, 2xLR). He can build additional ships to the maximum extent of his economic capability (i.e. without specific shipyard construction limits).

(504.3) OPERATIONS

The Orion Pirate player does not have a "Player Turn" as such. Steps 1-4 of the list below are conducted before any Player Turns; Step 6 is conducted after all Player Turns. Any Economic Points spent by non-Pirate players can be deducted from that player's next Player Turn income; see (430.6) Deficit Spending.

1. ORION PIRATE PRODUCTION: The Orion Pirate player determines his Economic Points. These include remaining points from the previous turn, a constant 10 points per turn from smuggling and other criminal activities not reflected in the game, any income from "piracy" (see below) or bribes, and any income from leases. He can then use these points to purchase additional ships or repair the ships that he has without any limit on production or repair.

2. BRIBES: Any (or all) players can offer the Orion Pirate player a bribe to not deploy his ships in their territory (including captured territory). Any (or all) players can offer the Orion Pirate player a bribe to deploy ships (Step 4) in the territory of an enemy. A player could offer a bribe not to lease ships as in Step 3 below.

Each non-Pirate player makes his offer in a secret written note. (Groups of allies can make a joint offer.) The Orion Pirate player can accept or reject any offered bribe, but if he accepts a bribe, he must perform in accordance with it. The Pirate player could accept several bribes so long as he did not violate any of their conditions. Each bribe lasts only one turn.

As an additional option, do not require the Pirate to keep his word, but allow him to accept bribes and then ignore his promises. The other players will presumably learn whether or not to trust him.

Orions Pirates can accept bribes from races not at War. As those races cannot accumulate Economic Points, they can only offer bribes by cancelling specified Pre-War production to raise the Economic Points.

3. LEASE AUCTION: The Orion Pirate player may designate some or all of his ships as available for lease. (He is not required to do so.) All of the other players then bid for each ship in a one-time secret written bid. The Orion Pirate player can reject all of the bids for any given ship or accept the highest one (or any tied for highest).

In the case of any ship leased to another player, it is immediately placed on any of the leasing player's bases (even a surrounded base) and may be used by that player for the remainder of the turn. A leased Pirate ship cannot be used as a garrison unit. If used in combat with other ships, it cannot be given up to resolve Damage Points, but can be damaged or destroyed by Directed Damage. If there is no alternative to giving up the Pirate ship to resolve Damage Points, the ship deserts the leasing player and returns crippled to the Pirate player's holding area.

Leased Pirate ships operate under all of the restrictions of the race leasing the ships, except that if they retreat into neutral territory they are not interned, but are returned to the Orion Pirate Holding Area.

The bids are known to all players after the Pirate player examines them. He can refuse all bids or take the highest. He cannot accept a lower bid.

4. PIRACY DEPLOYMENTS: The Orion Pirate player can then deploy his remaining ships. Orion ships deployed for piracy missions cannot be placed within three hexes of each other. He is not required to deploy all of his ships.

These ships operate for the remainder of the turn as Pirates. They reduce the economic capacity of a province or planet as the presence of an enemy ship would, but the reduced capacity is credited to the Pirate player at the end

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of the turn. Thus, a Pirate ship placed on a major planet reduces its output from 5 to 2 and credits the missing 3 points to the Pirate, even though the planetary defenses are still functioning. (The pirate would receive all income from a devastated planet.) In a disputed province, the Pirate gets 1 point and the original owner gets 1 point. In a captured province, the Pirate gets 1 point and the capturing player (and original owner) gets zero points The Economic Points are not received until Step 6 and then only if the Pirate ship has survived.

Pirate ships on piracy missions can only have combat by the Encounter Table provided. They are never required to attack. They do not block Strategic Movement.

Orion ships deployed for piracy cannot attack bases or planets. They cannot seize or hold a planet. They can be placed in the territory of inactive races or fleets; this will require setting up those races or fleets before it would otherwise be necessary. Note that rule (600.3) provides that up to six ships from each inactive fleet (including those of inactive races) can move normally within the deployment area for that fleet, and these ships can be expected to police any Pirates that appear in their territory.

5. NORMAL TURN PROCEDURE: Play then proceeds with the normal turn (105.0) and the various Player Turns. The Pirate ships can be attacked during the Combat Phase of the various non-Pirate Player Turns. This combat uses the special "Pirate Encounter Table" below.

6. END OF TURN PROCEDURE: All leased ships are returned to the Pirate player. All ships deployed on piracy missions are returned to the Pirate player. These ships are kept in the Orion Pirate Holding Area on the map.

(504.4) PIRATE ENCOUNTER TABLE

DIE	RESULT
0	Pirate ship destroyed
1	Pirate ship crippled, withdraws to holding area; Economic Points lost
2	Pirate ship withdraws to holding area; Economic Points not lost
3	Pirate ship undamaged, remains in hex
4	Pirate ship undamaged, remains in hex
5	Anti-Pirate ship crippled (one escort from a group would be crippled)
6	Anti-Pirate ship crippled (one escort from a group would be crippled)
7	Anti-Pirate ship destroyed (one escort from a group would be destroyed)

This procedure is used for Orion ships on piracy missions. Such ships cannot disengage before combat.

Any ships (not non-ship units, but including fighters or PFs from a base or PDU) in the hex of the Pirate ship (on a piracy mission) can try to destroy it during the Combat Phase. The combat is resolved with the above table. Add the attack and defense factors of the Pirate ship, and subtract from that figure the total attack and defense factors of the anti-Pirate ship. The result is divided by two, and any fractions are dropped. This final total is then added to the die roll. Results less than 0 are treated as 0; results more than 7 are treated as 7.

Any Economic Points lost due to chart (504.4) revert to their proper owner.

If several ships are in the hex, each ship (that is not involved in combat against non-Pirate ships in the same Combat Phase) can engage the Pirate ship one time only. Multi-ship groups engage the Pirate as a single "ship."

Whenever Orion ships destroy a non-Orion warship in combat, the Orion player receives a number of Economic Points equal to the crippled attack strength of the ship.

A cloaked Orion ship can use (306.1) and (306.2).

(504.5) ADDITIONAL RULES

The rules above make it impossible for Pirates to destroy the bases of a future enemy that is not yet active.

Orion Pirates cannot operate in the unexplored Romulan territory or in Neutral Zones.

The Pirates can raid only one planet of a multi-planet system or multi-system hex.

(504.6) PIRATE VICTORY CONDITIONS

The Orion Pirate player victory objective is to maintain the continuous growth of his fleet and treasury. Total wealth is expressed as the attack factor of all ships in operation and all unspent Economic Points.

If at the end of any turn the Orion Pirate player has less total wealth than he did at the end of all three of the previous four turns, he has "lost" and a new Orion Pirate player will start over from (504.2).

If on any turn the Orion Pirate player has a total wealth of 400, he has "won" and can retire with fabulous wealth; a new Orion Pirate player starts over with (504.2) on the next turn.

(505.0) SURVEY SHIPS

Many races use survey ships to explore unknown (usually off-map) areas. In Peacetime this involves a systematic and painstaking survey of planets for new life forms and colony sites. In Wartime this becomes a ruthless exploitation of easily available resources needed for the war effort. For this reason, survey ships only function as defined in these rules during Wartime. If the race is not at War, ignore the survey ships.

(505.1) RECORDS

There are no counters for survey ships included in the game since the ships operate off of the map. Their assignment and function is recorded separately on paper. (Counters and more elaborate rules may be included in an expansion.) Additional survey ships, except Romulan SPCs, cannot be built during the game.

(505.2) EXPLORATION

Survey ships locate new "provinces" in the off-map areas. Each turn, during the Economic Phase, each race rolls one die for each of its survey ships and adds the result to a single combined running total. Each time the total reaches 20 (30 after 10 provinces are found) or more, deduct 20 (30) from the total and add a province to the off-map area. Income is received immediately. New provinces are exhausted at the same point as the owning race.

(505.3) NUMBER OF SURVEY SHIPS

The number of survey ships in operation for each race is: Federation 7, Klingons 2 (operate from Lyran territory), Romulans 0, Kzintis 3, Gorns 2, Tholians 0, Hydrans 3, Lyrans 3, and ISC 8. Scouts cannot be survey cruisers.

(505.31) The Federation can increase its survey ships by up to three by sending some or all of the three CVLs (which represent converted survey ships) to the Federation off-map area. They take their fighters with them.

(505.32) The Romulans can increase their number of survey ships to a maximum of 3 by sending SPC scout cruisers off the map through 6119. This can only be done after all of the on-map provinces are activated; see (603.15).

(505.33) Ships are sent off the map by the off-map movement rules (207.2). Ships sent off the map to serve as survey cruisers can return on future turns. However, on the turn that the ship leaves the off-map area for on-map service, it cannot be used as a survey ship.

(506.0) OFF-MAP AREAS

Several races have areas which are not within the confines of the map. Due to their remoteness, these areas cannot be conquered by enemy forces. A race that is forced to retreat off the map is not out of the game, but may rebuild its strength off-map and return to reconquer its territory. Note that each off-map area is shown on the map as a holding box adjacent to the normal play area.

The Hydrans, Lyrans, Kzintis, Federation, Gorns, and ISC have off-map areas. See section (430.5) for the planets and bases in these off-map areas. See section (207.2) for rules on moving to and from these areas.

See (505.32) for the Romulan off-map exploration area. The Romulans cannot build bases or PDUs (or a capital) in that area; it is for exploration only.

The Klingons lease an off-map exploration zone from the Lyrans (505.3). They cannot build bases, PDUs, or a capital in that area; it is for exploration only.

(507.0) RESERVES

This subject is covered partially under Steps 4 and 9 of the Sequence of Play and rule (203.7). This section governs the establishment of Reserve Fleets.

(507.1) DECLARATION

At the end of his Player Turn, each player will have the option to declare some of his ships as Reserves by marking them with a special marker. Reserve markers are placed in special boxes on the Fleet Control Chart when not in use; this should help players in remembering to use them. These Reserves can be moved under the Reserve Movement rules in the Reserve Movement Phase of the opponent's Player Turn. The Reserve markers are removed when a player begins his turn.

(507.2) REQUIREMENTS

A force designated as a Reserve cannot have moved by Operational or Retrograde Movement, nor can it have retreated, during that Player Turn. It must have a flagship (302.32) capable of controlling the entire fleet as a Battle Force. Command points and drone ships cannot be used establishing a Reserve; scout rule (308.53) can be used.

(507.3) MULTIPLE RESERVES

More than one Reserve Fleet can be created in the same hex, but each must be designated individually.

(507.4) NUMBER OF RESERVES

Each race has a specific number of Reserve markers. These cannot be increased. The original deployment of these Reserve markers is shown on the OB. The marker can only be placed with units of the designated fleet until that fleet is released; thereafter, the Reserve marker can be used with any friendly force within the limits of other rules. Note that an unreleased fleet (600.3) cannot move in Reserve Movement, but such a fleet might become released by the actions of the enemy player in the current turn. Thus, an inactive fleet (which in reality is quite actively engaged in border patrols) has a Reserve force to support a key sector in the event of an invasion.

(507.5) RACIAL REQUIREMENTS

The flagship and a majority (at least 51%) of the total ships must be provided by the race that provided the Reserve marker.

(508.0) PLANETS

(508.1) PLANETARY DEFENSE UNITS

The basic planetary defense unit (PDU) is the defense battalion, which has a combat factor of 3, 6 fighter factors, and which can support 3 PFs. All larger PDUs (regiments, groups, brigades) are simply combinations of battalions (508.3). A player can use any combination of battalion, regiment, group, or brigade counters to represent the actual total number of battalions on a given planet.

(508.11) All planets have a planetary defense unit at the start of the game. The original unit is based on the size of the planet as follows [see (433.424) for maximums]:

Minor planets have a defense regiment (consisting of two battalions) with a combat factor of 6 (plus 12 fighters and later 6 PFs).

Major planets have a defense brigade (four battalions) with a combat factor of 12 (plus 24 fighters and later 12 PFs).

Designated capital planets [one per race, see (759.0)] begin the game with two defense brigades.

While no planet begins with such a unit, a collection of three defense battalions is called a defense group (9 combat factors, 18 fighter factors, 9 PFs).

(508.12) Defense units are treated specially for combat purposes. They have no crippled side. Remember that regiments, brigades, and groups are simply several battalions and must be broken down on demand.

If given up to resolve normal damage, each battalion is worth 9 points (3 for itself, plus 6 fighters).

An Attacker can use Directed Damage on up to four battalions on a given planet in a single Combat Round; this counts as his only Directed Damage attack. If destroyed by Directed Damage, the Attacker must expend 5 points per battalion (will require 10 points unless a mauler is used); the fighters (if they are still existent) will be treated as homeless fighters (302.53) and will be lost and treated as minus points under (308.23) if they cannot find a new base.

If two or more players have PDUs on the planet, the Attacker can select up to four (total) battalions from any, some, or all of the opposing players.

Counters are provided for PDUs, but these are not placed on the map (there aren't nearly enough). In a combat situation involving a PDU, the appropriate counter(s) is used to represent it. Enough counters are provided for any capital hex, and some races have a few PDU counters.

(508.13) Planetary defenses which have been destroyed, increased, or replaced are recorded separately on paper.

(508.14) Planetary defenses can be built (431.2), added (508.32), upgraded (433.422), or increased (433.421). They cannot be decreased, transferred to another planet, or removed voluntarily.

(508.15) Planetary defense units can be used to garrison a captured planet, but not a captured province.

(508.16) If a planet's defenses have been destroyed but it is left in or returned to the control of the original owner, it has a nominal defense factor of "3" (no fighters, no crippled rating), representing the residual defense capability. This residual unit is destroyed automatically if the planet is devastated (508.21) and returns automatically if the planet returns to friendly ownership.

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(508.2) CONQUERING OR DEVASTATING A PLANET

Planetary defense units can be attacked.

(508.21) If the planetary defense units (not necessarily including their fighters or PFs, and not including the three-point residual unit which does not exist until a captured planet is liberated or ungarrisoned) are destroyed and an additional ten points of damage are scored on the planet, the planet is "devastated" and its residual defense unit is destroyed. Its economic production is reduced (minors to one point, majors to two) for a period of two years (four turns, record keeping required).

If a devastated and captured planet is liberated, the residual 3-point unit will appear and the planet will begin the four-turn recovery period. (If PDUs are deployed, the residual unit will disappear as it has no further purpose.) If the enemy returns before the planet recovers, the enemy need only destroy the 3-point residual unit to recapture the planet; he need not re-devastate it. If subsequently re-liberated, the residual unit would re-appear and the recovery period would begin again from zero.

The Attacker cannot use Directed Damage against a PDU and the planet itself (devastation) on the same round.

NOTE: A planet could be devastated by Directed Damage (to reduce its production) and then left in the possession of the original owner. This is often the case when the attacking fleet lacks the power to destroy all ships and bases in the hex (meaning it cannot capture the hex) but wants to reduce the planet's economic production.

(508.22) If the planetary defenses are destroyed, and the planet is devastated, and all other defending units are eliminated from the hex, the planet has been captured. (If the planet was devastated on a previous turn, three points must still be scored to eliminate residual defenses.) On the second subsequent turn of continuous possession, the capturing player receives the production at the devastated rate (assuming the planet is linked to his Supply Grid); see (413.2) for using a captured planet in the Supply Grid.

(508.23) A captured planet's hex must be continuously garrisoned by ships of the conquering fleet. Ships can be added to or detached from this garrison, but if the garrison is ever completely removed at the end of any phase, the planet reverts to its original owners and has the nominal three-point defense unit (no fighters or PFs).

(508.231) Captured planets can have PDUs loyal to the occupying power. These are built by delivering (508.32) or upgrading (433.42) defense battalions. A captured planet can be garrisoned by a PDU if one is installed on it (508.31).

(508.232) If two allied conquerors both have ships in a captured planet hex and both have a Supply Grid to it, they decide by mutual consent who will be the "capturing" player. (If no decision can be reached, each player forms a Battle Force from his units within the hex. The player with the higher ComPot becomes the capturing player; no actual battle is fought.) This player can build PDUs on the planet; his allies can do so only with his permission. The capturing player receives the production from the planet. Designation of the capturing player can be changed voluntarily by the present capturing player at the start of his Player Turn.

(508.233) The capturing player can use the planet as part of his Supply and Strategic Movement Grids as long as he retains control with a ship, base, or PDU in the planet hex. (At the instant that this condition ceases to exist, if his allies have a base, PDU, or ship in the hex, they become the "capturing player." Two allies would decide this by mutual consent.)

(508.234) The allies of the capturing player can use the planet as a part of their Supply and Strategic Movement Grids as long as they have a base and/or PDU in the planet hex.

(508.24) If a planet is recaptured by the originally owning player or an allied player, the three point residual defense unit (508.23) is immediately re-established.

(508.25) The four turns required for recovery from devastation do not begin until the planet is recaptured (assuming it was captured). Note that a planet cannot be captured without first being devastated, and that a planet which has been captured cannot begin the process of recovery from devastation until it is liberated.

(508.26) The three-point nominal defense force never counts as a PDU for any purpose in these rules.

(508.3) DEFENSE BATTALIONS

(508.31) Players can construct (at his shipyard) planetary defense units known as "defense battalions" for 4 Economic Points [plus 3 points for fighters (432.23)]. These have a combat value of 3, 6 fighter factors, and no reverse/crippled side. These can be used to reinforce or partially restore the defenses of a given planet (including possibly a captured planet). See (433.421) for the cost of defense battalions built on another planet and (433.422) for the cost of defense battalions created by upgrading an existing defense battalion.

(508.32) If deployed outside the capital hex, the defense battalion must be moved (operationally or strategically) by a tug, comprising its entire cargo. It is then set up as a mobile base (i.e. the tug must remain in that hex until the start of the next Operational Movement Phase). For Gorns and Romulans, their capital hex is the one with the shipyard and capital planet.

(508.33) Defense battalions can only be deployed on planets, and can be deployed on captured planets. If a defense battalion is deployed (by a tug) on a planet which already has a PDU of the same race, it starts functioning immediately upon delivery; see (433.423). (This is, effectively, an upgrade rather than new construction.)

(508.34) Defense battalions are built at the shipyard and may be stored (undeployed) as mobile bases are stored; see (510.11).

(508.35) PDUs cannot be established on an allied planet (even in an off-map area), but can be established on a planet conquered by an ally; see (508.232).

(509.0) TUGS, ALTERNATE USES FOR

(509.1) DESIGNATION

Each turn, all players must designate what each of their tugs is being used for on that turn. There are several alternatives. Each tug can be used as one (and only one) of the following each turn.

Crippled tugs cannot function as battle tugs, PFTs, carrier tugs, or perform any other mission.

There are limits (see the Order of Battle) as to how many tugs can be assigned to each mission.

A. As a battle tug with a battle pod (509.34). Tugs cannot carry battle pods except in this mode.
B. As a carrier tug with a carrier pod (509.33). Tugs cannot carry carrier pods except in this mode.
C. To move a mobile base. See (510.2).
D. As a supply source. See (412.2).
E. As a repair ship. See (422.8).
F. To move an FRD. See (421.0).
G. As a PF tender. See (502.33).
H. To deliver Economic Points. See (435.0).
J. To repair (420.6) or upgrade (433.41) bases.
K. To deliver defense battalions, see (508.32); or to upgrade PDUs, see (433.42).
L. For Drone Bombardment (Total War).

(509.2) RESTRICTED TUGS

(509.21) Tholian CPC groups, and Romulan KRT or SPH tugs and FE groups, are nominally used as tugs, but cannot be used for missions A, B, G, or L.
(509.22) The Romulan FE and Tholian CPC units are groups that cannot break down; see (103.22). It takes several of these smaller ships to equal a single fleet tug.
(509.23) Those tugs which do not have the ship designation TG (or TGA, TGT, TGP, etc.) have a "T" in the special factor position usually occupied by fighter factors on the counter. This is for the convenience of the players.

(509.3) PODS

(509.31) Tugs are able to change missions and functions (every turn if required) by carrying certain pods (battle pod, carrier pod, etc.). There are a limited number of pods of the various types. It is not necessary to record where individual pods are picked up, used, or dropped off. It can be assumed that an unused battle pod (or whatever) will be sent by dedicated staff officers to link up with a tug that needs one. Pods can only be used by a tug of the same race. (Klingon-Lyran exchanges will be in Total War.)
(509.32) The role of each tug is designated at the start of the owning player's turn and can be changed only at the start of that player's next Player Turn. Before play begins, the Non-Phasing Players designate the role of their tugs for the duration of the ensuing player's turn. Thus, the role of all tugs is designated by the players during the set-up.
(509.33) CV/CVA pods do not increase the combat factors of the tug but add 1 to the Command Rating. CV pods add 6 fighter factors and cost 2 points plus 12 for the fighters; see (432.21). CVA pods (available to some races) add 12 fighter factors and cost 4 points plus 24 for the fighters.
(509.34) Battle pods increase the Command Rating by 2 and increase the combat factor of the tug to 12-12 except as noted: Klingon Tug-B = 8-12, Lyran Tug-P = 8-12, Hydran Tug = 10 (+4 ftrs), Kzinti Tug–T = 8-12.
(509.35) A tug cannot use D or J on the turn it is produced.
(509.36) Pods not on tugs are designated as to which Supply Grid they are in. A tug can only use a pod if it can draw supplies from the grid containing that pod and releases its pods into the Supply Grid that it is drawing supplies from. If a grid is divided, any unattached pods must be specified as to which part of the grid they are in. If the last base in a grid is destroyed (and the last planet captured), any unattached pods in that grid are destroyed.

(509.4) OPERATION OF COMBAT PODS

The total number of carrier and battle pods must be recorded. If a carrier tug or battle tug is destroyed, the pod is destroyed with it. Destroyed pods can be replaced, but additional pods cannot be built except where noted. Pods are recorded per "set," enough for one tug.

Independent scenarios assume original number of pods still available (or that any losses were replaced).

On crippled tugs, the pods cease to function but are otherwise unharmed. Fighters and PFs on those pods could be transferred to other carriers/tenders in the hex between Combat Rounds and would be replaced normally. The Command Rating drops to the original tug's rating.

A pod is destroyed if the tug carrying it is destroyed. There is no provision for tugs to "drop" a pod to avoid its destruction. A tug must retain its assigned pod until the start of the owning player's next Player Turn.

PFT pods must be built (431.2) and recorded as are CV, CVA, and battle pods. PFs cost extra. No race can have more than two PFT pods. (No Fed, Tholian, or Rom PFT pods.) PFT pods have scout capabilities.

Repair and cargo pods are not specifically accounted for and need not be replaced if lost. Dedicated staff officers will make sure that these are available as needed.

(510.0) MOBILE BASES

These units can be used to extend the supply lines into enemy territory, to create a second defense line, or to replace destroyed bases along your own border. Bases in FEDERATION AND EMPIRE perform several important functions such as providing a Supply Point, extended reaction range, and a place to retrograde to.

(510.1) DEFINITION

(510.11) Mobile bases are different in several ways from other bases. They have no repair capability, although a repair freighter or FRD could be placed there. They aren't very strong, have no fighters, and are easily destroyed. They do not provide supplies and are out of supply if not connected to a Supply Grid. They function as scouts, but lose this capability when crippled (205.31).
(510.12) Non-functional mobile bases can be stored at any starbase. Note that non-functional mobile bases cannot be used for any base function. A non-functioning mobile base can be destroyed only by destroying or forcing the retreat of (510.22) the unit (starbase or tug) that is storing, transporting, or deploying it. A tug that is transporting (as opposed to deploying) a mobile base is treated exactly as it would be if it were not carrying anything.
(510.13) Bases can be built in allied territory only with the permission of the host race (433.412). Bases can be built in conquered territory even if an allied race conquered that particular area. For PDUs, see (508.35) and (508.232).

(510.2) CONSTRUCTION

To place a mobile base, use the following steps:
(510.21) STEP 1: A tug must start the Operational Movement Phase stacked with the mobile base; the tug then takes the base (by Operational Movement, movement allowance is 6) to the hex where it will be placed. (The tug+base could have been moved strategically on a previous turn. The combination counts as one unit.) Mobile bases can be transported and placed only by tugs of the same race. Tugs transporting mobile bases cannot enter hexes containing enemy units. A tug is required even in the capital hex. The mobile base picked up could be a functioning mobile base (510.4) or a newly built one at the capital shipyard. Newly built mobile bases are non-functional (not set up); they can be set up on that turn within the limits of the other rules.
(510.22) STEP 2: The tug arrives in the destination hex during the Operational Movement Phase (or Strategic Movement Phase if that form of movement can be used to reach that hex) of the owner's Player Turn. The tug must remain with the base until it is operational. At the start of the owner's next Player Turn, the base becomes fully operational and the tug can be released to perform other duties. During the intervening enemy Player Turn, the mobile base has an combat factor of 0 and cannot perform any function or be attacked. It is destroyed when the tug that carried it is destroyed or forced to retreat. If the tug retreats, it cannot take the mobile base with it. After the base is operational, it uses its printed combat factor.
(510.23) COMBAT DURING CONSTRUCTION: The tug must remain with the undeployed mobile base (i.e. not abandon it), or the base is destroyed immediately and automatically. The base, even though not functional, is treated the same as a functional base for the purpose of approach battles. If the tug is sent to participate in the approach battle, it has abandoned the undeployed mobile base. After the approach battle, the base (combat factor 0) must be included in the Battle Force if the enemy desires to fight at the base (which he almost certainly will). If the tug is not included in the Battle Force, it is considered to

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have abandoned the undeployed base. If the tug is included in the Battle Force and destroyed, the incomplete base is also destroyed. If the enemy does not wish to fight at the base, the tug cannot be used in the Battle Force unless it abandons the undeployed base. The only way to destroy an undeployed mobile base is to destroy the tug carrying/deploying it or the base at which it is stored.

(510.3) UPGRADING MOBILE BASES

Mobile bases can be upgraded to battle stations; see (433.41). They cannot be upgraded on the turn they were placed and, once upgraded, cannot be moved. See (431.2) for mobile base construction.

Mobile bases set up in capital hexes must be designated as to the specific system they are set up in.

MBs in the initial (Pre-War) Order of Battle are stored in non-functioning mode at any starbase or planet in the designated fleet's area. Undeployed mobile bases may be moved (by a tug) between starbases and planets during the game (or carried around by the tug indefinitely) and remain in their undeployed state for future use.

Note that defense battalions are treated in the same way; see (508.34).

(510.4) REMOVING MOBILE BASES

Mobile bases can be disassembled and moved elsewhere. To do this, a tug must end its Operational or Strategic Movement in the base hex and declare the base non-operational. It is treated for the intervening enemy Player Turn as a base under construction (510.23). At the start of the next owning Player Turn, it is considered disassembled and the tug can transport it as per (510.21).

(511.0) CAPITAL HEXES

Capitals are critically important in FEDERATION AND EMPIRE. They comprise most of a race's production and about half of the economy.

(511.1) CONTENTS OF CAPITAL HEXES

Most capital hexes include several planetary systems, each of which has one or more planets and may have a starbase. These are listed in Annex (759.0). The Gorns have three capital hexes, with one system in each hex. The Romulans have two capital hexes, with two systems in each hex. Note that only one Gorn or Romulan capital hex has the main ship production facilities; see (759.0). Only that hex is considered to be a "capital" hex for purposes of production and supply rules such as (422.8) and (435.2). All bases and PDUs in a capital hex must be assigned to a specific planet. Bases can, under the terms of (433.411), be placed elsewhere in the system (not by a specific planet) and would be treated as separate "planets" in step 5 of the procedure in (511.5).

(511.2) THOLIAN CAPITAL SPECIAL RULES

The Tholian capital produces 20 economic factors per turn. It has four defense brigades. The Tholian capital is surrounded by web (512.0). The Tholian capital produces 10 EPs when devastated and 2 EPs when captured.

(SFB note: Tholians cannot move this planet.)

(511.3) REPLACING A CAPTURED CAPITAL

If a race's capital hex is captured, the race will be in extreme difficulty due to the lower economic production. It will be reduced to a very minor power. Allies might help the race rebuild or recapture its capital. Without allies to provide Economic Points, even staying in the game could prove difficult.

(511.31) The race immediately designates a new capital, which can be a planet or starbase. This must be an off-map area if the race has one. The designated planet or starbase must belong to the race in question. It must be within the original territory of the owning race, and that territory must still be controlled by the owning race.

(511.32) A starbase can be upgraded to a primary shipyard (restoring the original production schedule) by spending 15 Economic Points on each of 6 consecutive turns. Thus, an off-map race might exist only as a bookkeeping entity for several turns, then return to recapture its original capital. The original primary shipyard facilities are destroyed when the home planet is captured. If the original capital is later recaptured, the shipyard could be restored (511.36). If a race cannot afford the 15 Economic Points, it can accumulate the total of 90 points over more than six turns, but cannot spend more than 15 points during a single turn.

(511.33) During the period when no shipyard exists, the new capital can produce (each turn):

One defense battalion or one mobile base.
Unlimited replacement fighters and up to 12 PFs.
The usual limited production at starbases (431.5).
It can also accumulate Economic Points.

(511.34) The Klingons and Romulans have a limited off-map survey area, but cannot build a new capital off map.

(511.35) The only way to destroy the shipyard is to capture the entire hex which contains it. Simply devastating the capital planet or all of the planets in its system will not capture the hex. As combat cannot end with opposing units in the same hex, you must fight on until all enemy units in the capital hex are destroyed or have retreated. This includes the PDUs on all planets in the hex. If the capital has a supply path to another base or planet at the instant before it falls, the Treasury (430.1) can be evacuated to that base or planet. If not, it is lost; it cannot be captured. Any deficit (430.63) is evacuated automatically.

(511.36) Under no circumstances can development of a replacement capital be started before the original (or current) capital is captured. A race can only have one primary shipyard operating at any given time. If a new shipyard is created, and then the original capital is recaptured, the race can begin the six-turn procedure to establish a shipyard at the capital, but when this shipyard is completed, the (off-map) shipyard ceases to exist and cannot be reactivated without going through the six-turn procedure, including the expense, again.

(511.37) Victory conditions (651.2) are based on the original capital. The later establishment of an alternative production center does not change the fact that the original capital was captured.

(511.4) CAPITAL DEFENSE PRIORITY

If a race's capital planet is attacked and devastated, any of that (attacked) race's units which are in any territory except their own or the territory of the race that did the devastating [exception: expeditionary fleets (411.7) or homeless ships (410.5)] must return to home territory as soon as possible. Any inactive fleets are released immediately. Returning "as soon as possible" is defined as moving in such a way as to reduce the supply path to the minimum possible distance. Units cannot be required to move out of supply if there is an alternative. Until they return, they cannot enter a hex containing enemy units (unless there is no alternative).

If the capital falls and is replaced, this rule does not apply to the old capital.

The capital defense priority requirement is dropped if and when all enemy units within 2 hexes of the capital are destroyed or forced to leave that area or after 3 turns.

(511.5) PROCEDURE FOR CAPITAL ASSAULTS

The following procedure is used to resolve assaults on multi-system capital hexes. The Tholian capital has only a single system and can be resolved by the regular Combat Procedure. The Gorns have single-system capitals and the procedure below will be drastically simplified for them.

STEP 1: The players resolve normally the "approach battle" which the Defender may require. See (302.2) for details. Note that one "approach battle" is fought for the entire capital hex, not for each system in it.

STEP 2: Find the capital chart for that race. This has four rows of three boxes, one row for each system. Set up the systems with the PDU markers based on (511.1) and any prior damage or additional defenses.

The Defending Player deploys any FRDs, convoys, and crippled ships in the system boxes (the first or left column). The crippled ships can be used in combat and given up as casualties, but if they leave that system, they must retreat out of the capital hex and won't be able to be repaired (420.421) in that hex on the next Player Turn.

STEP 3: The Defending Player divides his remaining ships in half. This is done on a type-by-type (one FF to each half, one 3CVS to each half, etc.) basis and must be divided as evenly as possible based on number of ships (first) and combat strength (second). The combat value of the two groups must be as equal as possible. Any odd ship or points can be distributed by the Defender.

STEP 4: The Defending Player takes one half of his fleet and deploys it in the boxes of the first column in any or all of the system boxes; he can divide the ships or put them all in one system. Each ship/group can only be in one system. These ships cannot leave the system they are deployed in. If they do, they must retreat from the capital hex. Individual defending ships and groups can retreat from a capital hex under assault [this is an exception to (302.72) which requires a simultaneous withdrawal by all forces], but they must all go to the same hex.

STEP 5: The Attacking Player then organizes one Battle Force for each system he will attack. He is not required to attack every system. These ships are deployed in the third box of each row. The Attacking Player then designates which planet within the system he is attacking. Only the bases and PDUs assigned to that planet can be attacked by Directed Damage; other bases and PDUs cannot be attacked by Directed Damage.

STEP 6: The Defending Player then deploys his remaining ships into any system or systems, placing these in the second box of each row.

STEP 7: Each system is then resolved as a Battle Hex for one Combat Round. The Defending Player may (but is not required to) use the ships in that system in his Battle Force. The Battle Force must include the PDUs and bases of the specific planet designated by the Attacker in Step 5, but not the PDUs and bases associated with other planets. The fighters and PFs from the bases/PDUs of other planets could be used in the Battle Force, but would be treated as ship equivalents under (302.35). Uncommitted defending units (FRDs, convoys, and crippled ships, but not uncrippled ships; all ships in groups with a crippled ship can be targeted) in the first (system) box can be attacked by Directed Damage. Reserve units in the second (mobile fleet) box cannot be hit by Directed Damage.

STEP 8: After each round of combat is resolved (and assuming the Attacker wants a subsequent round), the Defending Player removes his mobile ships in the second box of each row from the chart to a convenient place on the table, allowing him to reorganize them for the next round. (Note the need to keep track of non-mobile and mobile ships when disbanding a Battle Force after a Combat Round.) The Attacking Player does likewise.

Exception: (512.3) Tholian Web.

Repeat steps 5-8 for each round.

(511.6) ABANDONING A CAPITAL

A player may "abandon" his capital (i.e. shipyard) at the start of any of his Player Turns (before production and receipt of Economic Points generated that turn) if he is at War. If so, the capital is treated as captured for purposes of (511.3) and a new capital is declared immediately and the six turns of building a new shipyard begins.

In the event that a capital is abandoned, any undevastated planets in the capital are declared devastated (due to the loss of public confidence in the war effort), any PDUs and incomplete or immobile battleships are destroyed, any Economic Points accumulated at the capital are lost, and no income is derived from the planets in the capital hex on that turn (due to rioting). This would obviously be a desperate move used only when the capital is surrounded, cut-off, and devastated and the race cannot build new ships (since the capital has no grid to gather Economic Points and no new shipyard can be built).

(512.0) THOLIAN WEB

All Tholian bases and their capital planet are surrounded by fields of energy known as webs. In practice, attacking ships must enter the web (trapping themselves) so that they can fire through it to destroy the power sources maintaining it. For this reason, Tholian bases are very difficult to attack. This is reflected by the following rules.

(512.1) DIRECTED DAMAGE

Directed Damage cannot be used against a Tholian base or planet.

(512.2) BATTLE FORCE.

The Tholians are not required to include the base or planet in their Battle Force and are not required to include more than three ships in the Battle Force. This is an exception to (302.36). If fewer than 3 ships (not equivalents) are available, the base/planet must be in the Battle Force.

(512.3) ATTACKER WITHDRAWALS

Ships of the attacking Battle Force are designated as "in the web" or not. Those not in the web have an attack strength of zero, but are attacked by Directed Damage at 3-1. Crippled ships in the web cannot be withdrawn from the Battle Force (even between rounds) unless an uncrippled ship or ships (each with a defense factor no more than 2 points lower than the trapped ship) outside of the web (but in the Battle Force) is assigned to pull them out of the web during the Combat Round preceding the withdrawal (which is not necessarily a retreat; it could be a reorganization of the Battle Force). The towing ship (or ships) is (are) designated before damage is resolved, and if destroyed, that ship cannot pull the cripple out of the web. This is an exception to (302.34).

(512.4) THOLIANS ONLY

Non-Tholian bases cannot be protected by web. Bases cannot be transferred to or from the Tholians. Tholian bases outside of Tholian territory cannot use web if they do not have a supply path to the Tholian capital.

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(600.0) SCENARIOS

The primary focus of FEDERATION AND EMPIRE is the 18-year conflict known as the General War. The five scenarios presented in this product portray the principle periods or epoches of the War.

(600.1) GENERAL SCENARIO RULES

All mobile bases listed in the independent scenarios are assumed to be stored in an inactive status at a starbase or planet within the specified area.

The Order of Battle (702-714) sections contain the starting fleet deployments for each race.

(600.2) CHRONOLOGICAL LISTING OF THE GRAND CAMPAIGN GAME

SCENARIO (601.0)
Turn 1 Fall Y168: Lyrans attack Kzintis
Turn 2 Spring Y169: Klingons attack Kzintis
Turn 3 Fall Y169: Hydrans attack Lyrans
Turn 4 Spring Y170: Klingons attack Hydrans
Turn 5 Fall Y170
Turn 6 Spring Y171

SCENARIO (602.0)
Turn 7 Fall Y171: Klingons attack Federation
Turn 8 Spring Y172
Turn 9 Fall Y172

SCENARIO (603.0)
Turn 10 Spring Y173: Romulans attack Federation
Turn 11 Fall Y173: Coalition attacks Tholians
Turn 12 Spring Y174: Gorns attack Romulans
Turn 13 Fall Y174
Turn 14 Spring Y175
Turn 15 Fall Y175
Turn 16 Spring Y176
Turn 17 Fall Y176
Turn 18 Spring Y177
Turn 19 Fall Y177

SCENARIO (604.0)
Turn 20 Spring Y178: Lyran-PF1
Turn 21 Fall Y178: Lyran-PF2, Klingon-PF1
Turn 22 Spring Y179: Lyran-PF3, Klingon-PF2
Turn 23 Fall Y179: Klingon-PF3, Hydran-PF1
Turn 24 Spring Y180: Hydran-PF2, Tholian-PF1
Turn 25 Fall Y180: Hydran-PF3, Tholian-PF2, Kzinti-PF1

SCENARIO (605.0)
Turn 26 Spring Y181: Tholian-PF3, Kzinti-PF2, Federation-PF1
Turn 27 Fall Y181: Kzinti-PF3, Federation-PF2, Romulan-PF1
Turn 28 Spring Y182: Federation-PF3, Romulan-PF2, Gorn-PF1
Turn 29 Fall Y182: Romulan-PF3, Gorn-PF2
Turn 30 Spring Y183: Gorn-PF3
Turn 31 Fall Y183
Turn 32 Spring Y184
Turn 33 Fall Y184
Turn 34 Spring Y185: The War Ends (Historically)

NOTE: Orion PFs are added on Turns 23-25; ISC PFs on 27-29.

(600.3) FLEET RELEASE STATUS

The scenario rules refer to fleets (in the administrative sense shown in the Annexes) being "available." Those fleets which are available can be moved freely by the owning player. Unavailable fleets are guarding the various borders in question and cannot be moved until "released," at which point they become "available." Fleets which become available remain so indefinitely. Other units can move through the territory of unreleased fleets.

If the fleet is released (activated), all restrictions are dropped immediately. These rules cover only unreleased fleets. Note that the provinces occupied by an unreleased fleet are restricted by these rules as well as the fleet itself.

(600.31) Unreleased fleets cannot use Reaction Movement outside of their territory. An unreleased fleet may have a Reserve marker (i.e. be designated as a Reserve Fleet) but cannot use Reserve Movement unless released. Note that in the event that enemy ships enter the area of the unreleased fleet, the fleet is immediately released and can use these forms of movement.

The ships of an unreleased fleet can move (operationally) within their deployment area, but no more than six ships can be moved on any given turn.

(600.32) The ships, but not the bases, of an inactive fleet can be converted at the starbases in that fleet's area if the race is on Wartime status. Ships from other friendly fleets can enter the area to use the repair facilities. A new mobile base could be established in that area but could not be upgraded. PDUs cannot be deployed or upgraded in the area/provinces of an inactive fleet.

An inactive fleet without a starbase may send one ship per turn to the nearest friendly starbase to be converted. (If a multi-ship conversion to a group is planned, enough ships for that group can be sent.) The ship/group must return to its fleet area on the next turn. If enemy forces attack the starbase doing the conversion, the ship(s) sent there for conversion are released.

(600.33) Most races have border fleets and a Home Fleet, and while the border fleets are usually deployed in an area, the Home Fleet is usually deployed in the capital hex. Up to six ships of this Home Fleet may be outside of the capital hex on any given turn as an "internal anti-piracy patrol". The ships of this patrol can move normally and hunt Pirates, but cannot enter the deployment areas of any other fleet, and the six ships of the patrol may not end the turn within three hexes of each other unless it is impossible to do otherwise within these rules. The owning player may, on a given Operational Movement Phase, move some of these ships back to the capital and send other ships from the capital to replace them on patrol. Ships can be added to the patrol to replace those lost in combat. This rule cannot be used if Pirates (504.0) are not active. Note that ships of other fleets may combat Pirates within their fleet areas.

(600.34) New Pre-War production ships not specifically designated for a given fleet can be assigned to any fleet. New production ships built after the race is at War or Limited War are released immediately upon completion.

(601.0) THE WIND
(The General War Begins)

This scenario depicts the first three years of the General War (a period of six turns). This is the period before the Federation became involved. The Klingons and Lyrans were attempting to permanently eliminate the Hydrans and Kzintis as significant powers.

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

(601.1) SCENARIO NOTES

(601.11) Klingon Eastern Fleet is not released (allowed to move out of its deployment area) unless a Kzinti or Hydran unit enters a Klingon province which is adjacent to the Federation Neutral Zone. The Klingons can begin activating mothball ships on Turn 1.

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

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

(601.14) If Hydrans enter Federation territory, the Federation joins the Alliance (as it normally would on Turn 7). If the Hydrans enter Federation territory (Turn 6 or before) during the Coalition turn, the Federation is at 75% on that turn and 100% on the next and all thereafter. If the Hydrans enter Federation territory on an Alliance turn, the Federation is at 50% on that turn, 75% on the next turn, and 100% on the next turn and thereafter.

(601.15) Initially the Kzinti, Lyran, and Klingon forces are on the board. These races build ships and maneuver their units as per the rules. Also set up the Federation 4th Fleet. (Note: You can set up all of the forces for all players if you wish. This will, however, take considerable time and unless Pirates are operating is not actually necessary.)

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

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

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

(601.2) SCENARIO SCHEDULE

TURN 1, FALL Y168

Historical: Lyrans invade Kzinti territory.

Lyrans are not required to attack. Kzintis may attack if the Lyrans do not.

LYRAN Available: Northern Fleet, Home Fleet.

KZINTI Available: Count's, Duke's, Home Fleets. Ships from the forces in 0902 and 1304 can be designated as Reserves at start at the option of the Kzinti player.

KLINGONS are on a "Wartime" economy (601.15); all fleets are inactive. See (503.4) Future Belligerents.

TURN 2, SPRING Y169

Historical: Klingons invade Kzinti territory.

Klingons not required to attack. Kzintis may attack.

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

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

KZINTI Forces Available: As above, plus Baron's Fleet arrives by (204.39), entering at hex 1401. If the Klingons enter Kzinti territory, the Marquis Fleet (except for the designated six ships) is released.

TURN 3, FALL Y169

Historical: Hydrans attack Klingons and Lyrans.

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

LYRAN: All Lyran Forces are available.

KLINGON: All except Eastern Fleet and Home Fleet. Home Fleet is released if Hydrans enter Klingon territory.

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

HYDRAN Forces Available: All; Old Colonies (709).

TURN 4, SPRING Y170

Klingons-Lyrans can attack Hydrans and/or Kzintis.

LYRAN Forces Available: All.

KLINGON Forces Available: All except East Fleet .

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

HYDRAN Forces Available: All; Old Colonies (709).

TURN 5, FALL Y170: Same as Turn 4.

TURN 6, SPRING Y171: Same as Turn 4.

(601.3) SCENARIO LENGTH

The scenario ends after six turns.

(601.4) VICTORY CONDITIONS

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

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

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

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

ALLIANCE VICTORY: Any other result is an Alliance victory.

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

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(602.0) THE TEMPEST
(The Klingon Invasion of the Federation)

This scenario covers the three-turn period from Fall Y171 to Fall Y172 (Turns 7 through 9), starting when the Federation entered the General War and ending before the Romulans attacked the Federation.

Players must remember that the historical commanders were unaware that the War they were fighting was destined to become galactic in scope. Several "political rules" are in force during this scenario to reflect this condition.

The scenario follows (601.0) THE WIND and begins where that scenario ends. The two scenarios can be combined to form the largest scenario that can be played on the western half of the map. Scenario (602.0) can be played independently (i.e. without first playing (601.0) THE WIND) by using the Orders of Battle given in (602.2).

(602.1) SCENARIO NOTES

(602.11) All Klingon Forces are available and can move in Klingon, Federation, Kzinti, Lyran, Tholian, and Hydran territory within the limits of other rules.

(602.12) All Kzinti Forces are available and can move in Klingon, Kzinti, Lyran, and Hydran territory within the limits of other rules. Kzinti Forces cannot enter the Federation during this scenario; exception (411.7).

(602.13) All Hydran Forces are available and can move in Klingon, Federation, Kzinti, Lyran, and Hydran territory within the limits of other rules.

(602.14) All Lyran Forces are available and can move in Klingon, Kzinti, Lyran, and Hydran territory within the limits of other rules. Lyran Forces cannot enter the Federation during this scenario; exception (411.7).

(602.15) Federation Forces are released according to the rules below. They can operate in Federation, Klingon, Hydran, Lyran, or Kzinti territory. Use the Order of Battle from Annex (702.0) with the construction shown for the first six turns. No Economic Points have been accumulated from prior turns.

Turn 7, multiply the Fed economic income by 0.75.

Turn 8, multiple the Fed economic income by 1.00.

Turn 9, multiply the Fed economic income by 1.00.

This reflects the conversion from a Peacetime to a Wartime economy.

(602.16) If this scenario is part of a Campaign, set up the Federation Forces before Turn 7.

(602.2) SCENARIO SCHEDULE

TURN 7, FALL Y171

Historical: The Klingons attack the Federation. The scenario rules assume that this actually happens. If it does not happen in your game, see the Limited War Scenario rules in (602.1).

FEDERATION Forces Available: 1st Fleet (Home), 2nd Fleet (Exploration, note that this is a detachment only), 3rd Fleet (Klingon Border), 4th Fleet (Kzinti Border), the reactivated ships, and all new construction.

A detachment from the 5th Fleet (Gorn Border) is released if Klingon ships enter Federation territory. This detachment consists of CC, 2xCA, 2xDD, SC, 2xFF, Resv. The remainder of the 5th Fleet is inactive.

The 7th Fleet (Tholian Border) is released if any Coalition ship comes within two hexes of any 7th Fleet unit or if any Fed starbase is destroyed by Coalition Forces. It is released on the second Federation Player Turn after a Klingon or Romulan invasion if not released otherwise. It is released immediately of both Klingons and Romulans attack the Federation.

The 6th Fleet (Romulan Border) cannot leave its initial deployment area. It can, however, move within this area and engage Coalition Forces entering this area. It is released immediately if any Coalition Forces move within three hexes of the Federation capital.

TURN 8 AND TURN 9

Fleet availability is the same as Turn 7.

(602.3) VICTORY CONDITIONS

To win any level of victory, the Coalition (Lyran-Klingon) must have more total ships than the Alliance (Hydran-Kzinti-Federation, excepting the unreleased Federation Fleets). Also, the Lyran and Klingon capitals must not be held by Alliance Forces. In addition to this:

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

or holds the Federation capital at the end;

or has captured the Kzinti (or Hydran) capital, and has destroyed 50 Alliance battle stations (counted as below), and has devastated all planets in the Hydran (or Kzinti) capital; and has reduced the total Alliance economic income to 200 points or less.

MAJOR VICTORY: The total Alliance economy is 200 points or less, and the Coalition has destroyed 50 Alliance battle stations.

TACTICAL VICTORY: The total Alliance economy is 250 points or less, and the Coalition has destroyed 35 Alliance battle stations.

ALLIANCE VICTORY: Any other result is an Alliance victory (from the player's standpoint).

To count destroyed Alliance battle stations, take the total number of destroyed, minus the number of Coalition battle stations destroyed. Count each starbase (Alliance or Coalition) as three battle stations. Each newly built base (except those built off-map) offsets one identical destroyed base. This includes battle stations destroyed in Scenario (601.0). Count crippled ships and all bases as "ships" for purposes of the totals.

(602.4) THE LIMITED WAR SCENARIO

If the Klingons do not move any ships into Federation territory, or into neutral hexes adjacent to Federation territory, these special "Limited War" rules take effect. The Federation Council has agreed to mobilize the economy, increase ship production, and send forces to support the Kzintis. However, the Federation is not "at War" with the Klingons. Specific rules are as follows:

(602.41) The state of Limited War continues until the Klingons (or Lyrans) enter Federation territory and attack a Federation unit (as opposed to accepting internment). All Limited War restrictions are then removed.

(602.42) The Federation 4th Fleet and the three CVLs from the 2nd Fleet, plus all new construction, can operate in Kzinti territory. The Federation can send Economic Points to the Kzintis. Any Kzinti ships interned in the Federation are released.

(602.43) The Federation Home and 3rd Fleets (see Annex 702) can maneuver within Federation territory.

(602.44) The Federation 5th, 6th, and 7th Fleets are released only on the conditions given in (602.1).

(602.45) The four Federation Reserve markers are associated with the 3rd, 4th, 5th, and 6th Fleets. Only the 4th Fleet Reserve marker can be used in Kzinti territory or for a force that can enter Kzinti territory. The other Reserve markers become available only with their fleet.

(602.46) The Federation economic rate is limited to 75%.

(602.5) SET-UP FOR INDEPENDENT SCENARIO

This scenario can be played without first playing Scenario (601.0) by using the following Orders of Battle and set-up directions. No race has any Economic Points left over in its treasury from prior turns. The Alliance Forces set up first.

(602.51) OPTIONAL: For each race, roll one die for each group of five (or fewer) ships of a class before set up. If the result is "1", one ship of that group is crippled.

(602.52) The Klingons can invade Tholian territory. If this is done, the Tholian forces will be set up prior to the attack and will be released immediately on attack. The Klingon East Fleet is not released unless the Klingons attack the Feds.

(602.53) Set up in order:
Federation, Hydran, Kzinti, Lyran, Klingon.

(602.54) Off-Map Exploration points: Klingons 35, Kzintis 63, Lyrans 63, Hydrans 42 (convert to provinces as applicable).

(602.55) KZINTIS
Hold provinces 1301, 1501, 1503, 1704, 1801
All bases in other provinces have been destroyed.
The other provinces have been captured.
All planets (except off-map planets, Kzintai, and 1802) were devastated on Turn 4 of the previous scenario. No defenses have been rebuilt. An extra defense brigade (total 3) has been built on Kzintai.
Ships (set up in five designated provinces or off-map): 2xDN, 2xCC, 9xBC, 12xCM, 3xDD, 6xDF, 18xFF, 6xCV, 5xCVL, 5xCVE, 2xTGT, 1xTGC, 3xSF, 1xFRD, 2xMB.
Marquis Fleet (1704) has CC, 2xBC, CL, DF, SC.
Province 1402 is contested.

(602.56) HYDRAN
Hold provinces 0114, 0316, 0318, 0517, 0718.
All bases in other provinces have been destroyed.
The other provinces have been captured.
The minor planets of the capital hex were devastated on Turn 6 of the previous scenario. Hydrax has one extra defense brigade (total 3).
Ships (set up in the five designated provinces or off map): 2xPal, 1xLB, 1xLM, 10xRN, 4xDG, 4xHR, 1xTR, 5xLN, 2xKN, 2xCR, 3xHN, 3xCU, 3xSC, 1xMB, 1xFRD, 1xUH, 1xCV, 2xTG.

(602.57) KLINGONS
Have captured provinces 1104, 1504, 1015, 1217, 0917, 0714.
Battle station 1507 destroyed and not replaced.
Forces in captured Kzinti territory or at adjacent bases: 1xC8, 2xD7C, 6xD7, 3xD6, 5xD6D, 2xD6M, 12xD5, 2xD5S, 5xF5Q, 9xE4, 2xF5S, 1xD6V, 1xDVS, 1xD5V, 3xFV, 1xTG-A, FRD, MB.
Forces in Klingon territory: 1xC8, 1xD7C, 3xD7, 3xD6, 1xD6D, 1xD6M, 18xD5, 2xF5Q, 1xFV TGB, 2xMB, FRD, plus the original Eastern Fleet and Imperial War Reserve.
Forces in captured Hydran territory: 1xC8, 2xD7C, 3xD7, 6xD6, 1xD6M, 2xD6D, 9xD5, 1xDVS, 1xD5V, 5xF5Q, 1xFV, 12xE4, 1xTGA, 1xTGB, 1xMB, 1xFRD, 4xF5S.
Forces in any of above: 1xC8, 2xD7, 3xD6, 3xD5, 5xF5Q, 2xFV, 6xE4, 1xF5S, 1xMB.
Mothball Fleet: 12xD6.
Klingons have completed 14 points on the first B10.

(602.58) LYRANS
Have captured provinces 0701, 0901, 0903, 1101, 0614, 0716.
Battle stations 0413 and 0212 destroyed.
Forces in captured Kzinti territory: DN, 3xCA, 3xCL, 3xCW, 3xDW, 6xDD, 6xFF, TGC, MB.
Forces in Lyran territory: 1xCL, 1xDD, 2xFF, 2xFRD, 1xTGP, 1xTGC, 1xMB.
Forces in Klingon territory: 1xCC, 3xCW, 3xCL, SC.
Forces in captured Hydran territory: DN, BC, CC, 3xCA, 12xCW, 12xDW, 12xFF, Tug-P, CVL, SC, MB.
Forces in any of above (except Klingon): 2xDN, 2xBC, 1xCC, 3xCA, 3xCW, 3xCL, 3xDW, 3xFF, 1xCVL, 1xSTT, 2xSC.

(602.6) CENTRAL FRONT SCENARIO

This is a simplified version of (602.1) designed to portray only the primary theater, allowing it to be used as a quicker lead-in for Scenario (603.0). Simply delete the Hydrans and all Klingon-Lyran Forces listed as being in Hydran territory. Assume that this front has stagnated and is under the control of a competent star admiral who will manage it without bothering you or asking for more ships.

In this case, one Lyran and one Klingon Reserve marker (and one Coalition repair ship) are not available, and the Coalition must spend 30 Economic Points per turn (plus all that from captured Hydran territory or Coalition-Hydran Neutral Zones) to support this theater.

WINGMEN — Owen Riley

Operating province-raiding frigates in pairs increases their life expectancy and usefulness for two reasons.

First, two frigates are a harder target for a defending fleet to kill than one. If attacked, the frigate player only has to put one of the ships forward to die. The other can retreat undamaged to continue the contest. As a result, the Attacking Player will have to spend one turn killing each frigate. If the frigates were separated, they would both die on one turn. This doesn't have to use more ships. Just place two frigates in adjacent provinces in adjacent hexes so they can react into each other's hex.

Second, two frigates will prevent BATS fighter reaction to their movement. Fighters from a BATS can react since by themselves they are sufficient to pin a frigate. The result will be a crippled frigate and some dead fighters. If two frigates move together, the base fighters cannot react (because they cannot pin the two ships) and the frigate will not be crippled. When dealing with fighter reaction, there is safety in numbers.

UNIT DENSITY — David Crump

One of the most basic concepts in F&E is unit density, or how many combat factors you get for each ship in the Battle Force. Single ships are obvious (DNs are usually 12, cruisers usually 8), but carrier groups must be carefully examined. Klingon DV groups, with those silly little E4 escorts, have 17 attack factors and 3 ships, for a density of less than 6. Kzinti CV groups, with heavier escorts, have 24 attack factors for 3 ships, for a density of 8. But, if the fighters of a CV group are destroyed, the group drops to a density of 6 and would be better replaced with cruisers. Independent fighter groups, with six factors per "unit," have a low density offset only by their expendability. PFs Have a density of 12 factors per "unit" and are very powerful but limited primarily to defensive operations.

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(603.0) THE HURRICANE
(Romulans and Gorns join the General War)

This scenario is an extension of (602.0). It covers the ten-turn period from the Spring of Y173 (Turn 10) through the Fall of Y177 (Turn 19).

(603.1) SCENARIO NOTES

(603.11) All Klingon, Lyran, Kzinti, and Hydran Forces are available and can move in the territory of any race that is in the War.The Klingon East Fleet is not released unless the Klingons are at War with the Federation.

(603.12) Federation, Romulan, and Gorn Forces are released as noted below and can move in the territory of any race that is in the War. Tholian Forces are released if they are attacked. If the Klingons have not attacked the Federation, the Federation can attack the Klingons and go to full Wartime production on Turn 10. They could, of course, remain on Limited War status until the limits of (652.22). While the Federation is fundamentally opposed to War, it is aware that if it does not support the Kzintis at this time they will be destroyed and that the Federation will be next on the Klingon menu. That being the case, War is unavoidable and it would be better to enter the War before the Kzintis are destroyed.

(603.13) The Klingons, Lyrans, Hydrans, and Kzintis are beginning to suffer from the effects of Economic Exhaustion due to the prolonged War. The Romulans were operating on a basically Wartime economy during the six years before they entered the War as they struggled to build an entire new fleet and convert two older fleets. During the period Turn 16 through Turn 19, multiply the economic income of these four races by a factor of 0.75. (In effect, they lose 25% of their economic power.) See (652.3).

(603.14) If playing this scenario as part of a campaign, set up the Romulan and Tholian Forces after Turn 9 and before Turn 10. Set up the Gorn Forces after Turn 11. (Obviously, set up any forces of races that have already entered the War. You can set up all forces at any time; this rule reflects only when they must be set up.)

(603.15) Some Romulan provinces (5115, 5117, 5416, 5318, 5718) and the planets in them have not been explored as yet. They do not produce income until a SPC (SparrowHawk-C scout/survey cruiser) has spent an entire opposing Player Turn in that province. Planets and provinces are explored separately. The bases and planetary defense units are then built automatically and without cost after the province or planet has been explored.

(603.2) SCENARIO SCHEDULE

TURN 10, SPRING Y173

Historical: Roms join Coalition; invade Federation.

The Coalition (Klingons and Lyrans) is at War with the Alliance (Federation, Hydrans, and Kzintis).

Set up the Romulans before Turn 10 begins. The Romulans may attack the Federation. If they do, they become part of the Coalition. The Romulan Home Fleet, West Fleet, and Patrol Detachment are available.

Federation 5th, 6th, and 7th Fleets are released if Roms enter the Federation or the adjacent Neutral Zones.

Either side may attack the Tholians. See (503.3).

TURN 11, FALL Y173: Same as Turn 10.

TURN 12, SPRING Y174

Set up the Gorn Forces before Turn 12 begins. If the Romulans have entered Federation territory, the Gorns enter the War as members of the Alliance. All of their forces are available; note Pre-War construction. If the Romulans have not entered Federation territory, see (603.5) below.

TURN 13: Same as Turn 12, except that if the Gorns have not attacked the Romulans, the Romulans may attack the Gorns. All Gorn Forces become available immediately.

TURN 14 - TURN 15: Same as Turn 12.

TURN 16 - TURN 19: Same as Turn 12, except that some races are subjected to Economic Exhaustion.

(603.3) VICTORY CONDITIONS

For purposes of these victory conditions, the Tholians are considered part of the Alliance even if they have not been attacked by the Coalition. (If, for whatever reason, they have been attacked by the Alliance and joined the Coalition, count them with` that side.)

Each side makes the following calculation: Take the total economic income (including devastated planets at their reduced levels) and multiply it by two. Add to this total the number of ships and on-map bases. Add 60 bonus points for each enemy capital captured. (Romulans 30 per hex; Gorns 20 per hex.)

Subtract the smaller total from the larger total, then determine the level of victory from the chart below:

0-50: Draw, neither side has an advantage.
51-200: Tactical victory; significant advantage.
201-400: Major victory; ultimate victory is possible.
401+: Decisive victory; the advantage is too great to overcome before both sides collapse.

(603.4) SCENARIO SET UP CONDITIONS FOR INDEPENDENT PLAY

This scenario can be played without first playing Scenario (602.0) by using the following set-up conditions.

NOTES: 1. Set up in this order: Hydran, Kzinti, Federation, Lyran, Klingon, Romulan.

2. Off-map exploration points: Federation 73, Klingons 56, Kzintis 93, Hydrans 73, Lyrans 93. Convert to provinces as per (505.2).

3. Klingons have accumulated 24 points on first B10, 11 points on the second.

(603.41) KZINTI FRONT: The Kzintis concentrated most of their forces in the capital and allowed the Lyrans to capture most of their remaining territory.

KZINTIS hold provinces 1301, 1901. All bases not in those areas are destroyed. All planets in those provinces are devastated. All planets outside those provinces are captured. Both Reserve counters can be used. Kzinti Home Fleet (set up in 1401 or off map): 2xDN, 4xCV, 4xCVL, 3xCVE, 2xCC, 8xBC, 2xCL, 16xCM, 2xDD, 9xFF, 6xDF, 4xSF, 2xTGT, 2xTGC, 1xFRD.

Kzinti Marquis Fleet (set up in 1902): CC, 2xBC, 3xCM, 1xCVE, 2xFF, 1xDF, 1xSF.

The capital system has a major planet with four Brigades, a minor planet with a Regiment (both undevastated), a starbase, and two battle stations. The other planets in the capital hex are undevastated, but have no defenses. Province 1702 is disputed.

KLINGON FORCES IN KZINTI TERRITORY (set up in captured provinces 1803 and 1504): 1xC8, 2xD7C, 3xD6, 4xD6D, 1xD6M, 6xD5, 2xF5Q, 1xF5S, 6xE4, 1xDVS, 1xFRD, 1xMB.

LYRANS hold provinces 0701, 0903, 0901, 1101, 1104, 1402, 1501. Their forces include 3xDN, 3xBC, 1xCC, 1xSTT, 6xCA, 12xCW, 3xCL, 15xDW, 1xTGC, 1xTGP, 1xCV, 2xCVL, 12xFF, 2xSC, 1xDWS, 1xCWS, which are set up in those provinces.

The Lyrans have a mobile base with an FRD in hexes 1406 and 1103. These are forward Supply and Repair Points. The base in 1406 allows the Lyrans to move within

striking range of the Federation border by Strategic Movement without using Klingon bases.

Turn 9 production (deploy at any Lyran base): BC, CA, 3xCW, 3xDW, 3xFF, CVL.

(603.42) FEDERATION FRONT: The 3rd Fleet (desperately holding Starbase #15) was reinforced, and the Klingons decided that a direct assault would be too expensive. They surrounded the starbase and moved on.

KLINGONS: Captured provinces 2007, 2010, 2210, 2212, 2512, 2514, 2813 and 2815.

All bases in this area are destroyed. All planets in this area are devastated and captured.

Klingon Forces in Fed (and/or Klingon) territory include: 2xC8, 6xD7C, 9xD7, 1xDVS, 2xD5V, 3xD6, 4xD6D, 2xD6M, 21xD5, 12xF5Q, 4xF5S, 2xD5S, 6xE4, 2xFV, 3xTGA, 3xMB, 2xFRD.

Turn 9 production, deploy at any Klingon base: D7C, D7, 3xD6, 6xD5, 2xF5Q.

The Klingons must deploy 40 ships in hexes adjacent to 2211. This group must include at least one C8 or D7C and five ships with 8 or more attack factors.

Klingon mothball fleet = 6xD6.

LYRAN EXPEDITIONARY FLEET: In Federation territory within the Klingon deployment areas: 1xBC, 1xCA, 3xCW, 1xCVL, 3xDW, 1xDWS. See (411.7).

ORION ENCLAVE: Has declared neutrality. A Klingon E4 is interned in hex 2913.

FEDERATION: Anywhere in unconquered Federation territory (except 2211 or the 6th Fleet area): 2xDN+, 4xCC, 5xCA, 12xNCL, 2xNCD, 6xCL, 6xDD, 24xFF, 2xCVA, 2xCVS, 1xCVB, 2xCVL, 3xSC, 2xNSC, 2xFFS, 3xTug, 2xMB, 2xFRD.

Starbase 15 (Hex 2211): 1xDN+, 1xCC, 1xCVS, 1xCVL, 6xCA, 3xNCL, 1xNCD, 3xCL, 3xDD, 6xFF, 1xSC.

Sixth Fleet: Sets up normally; not included in above.

Fifth Fleet (Hex 3604): CA, DD, FF, Tug

Ninth Fleet (Turn 9 production, at any base): DN+, CA, 6xNCL, 6xFF.

Three Reserve markers; 4th is on 6th Fleet (3611).

Fifth and Sixth Fleets are released if Romulans enter Federation territory.

Fed mothball fleet = 3xCA, 9xCL, 9xFF.

(603.43) HYDRAN FRONT: After the fall of the Hydran capital, the Hydrans fought a bitter delaying action as they were steadily forced toward the Old Colonies.

HYDRANS: Occupy provinces 0316, 0318. All bases in the other provinces have been destroyed. The other provinces have been captured. Ships (set up in the two designated provinces or off-map): 2xPAL, LB, 6xRN, 3xDG, 3xHR, 2xTR, 3xLN, 2xKN, 1xCR, 3xHN, 3xCU, 2xSC, 1xNSC, 1xFRD, 1xUH, 1xCV, 1xTG.

A new shipyard was started off-map after the capital fell on Turn 7. The Hydrans have spent 45 points over three turns toward this shipyard.

LYRANS: Captured provinces: 0114, 0614, 0714, 0716. Forces in captured Hydran territory: 1xDN, 1xCC, 3xCA, 9xCW, 9xDW, 9xFF, Tug-P, 1xCVL, 1xSC, 1xCWS, 1xDWS, 1xMB, 1xFRD.

KLINGONS: Captured provinces: 1015, 1217, 0917, 0718, 0517. Forces in captured Hydran territory: 1xC8, 1xD7C, 3xD6, 2xD6D, 1xD6M, 6xD5, 1xD6V, 3xF5Q, 2xFV, 9xE4, 1xTG-B, 1xMB, 1xFRD, 2xF5S.

(603.5) GORN LIMITED WAR STATUS

If the Romulans have not attacked the Federation or Gorns, and if the Klingons and/or Lyrans have attacked the Federation, the Gorns can go to a Limited War. Under the terms of Limited War, the following conditions apply:

(603.51) The Gorn 2nd Fleet may operate in Fed territory; that fleet (only) is treated as an Alliance member. Losses can be replaced on a ship-by-ship (not factor) basis. Elements of this fleet can use (411.7).

(603.52) The Gorn economic income is multiplied by 0.75; see (652.22).

(603.53) Gorn survey ships cannot operate.

(603.6) FEDERATION LIMITED WAR STATUS

If the Romulans attack the Gorns but not the Federation, the Federation can assume a Limited War status to support the Gorns. The following rules apply:

(603.61) The Federation can assume Limited War economic status if not already at War or Limited War.

(603.62) The Federation can send a force equal to the original strength of the 5th Fleet (plus any new production) into Gorn territory. Losses from this force can be replaced with equivalent ships. This force can use (411.7).

(603.63) The Federation can also provide Economic Points to the Gorns (using established transfer procedures). The Romulans could use their North and Home Fleet, plus the Tholian Border Patrol Detachment, in such a War against the Gorns.

(603.64) The Federation can go to War with the Romulans if the Gorn capital is attacked by the Romulans or after the third complete turn of War between the Romulans and the Gorns.

(603.7) CENTRAL FRONT SCENARIO

This is a simplified version of (603.1) designed to portray only the primary theater, allowing it to be used as a quicker lead-in for Scenario (604.0). Delete the Hydrans and all Klingon-Lyran Forces listed as being in Hydran territory. Assume that this front is under the control of a competent star admiral who will manage it without asking for more ships. In this case, one Lyran and one Klingon Reserve marker (and one Coalition Repair ship) are not available, and the Coalition must spend 30 Economic Points per turn (plus all that from captured Hydran territory or Coalition-Hydran Neutral Zones) to support this theater.

(604.0) THE WHIRLWIND
(The Advent of Fast Patrol Ships)

This scenario is an extension of (603.0). It covers the six-turn period from the Spring of Y178 (Turn 20) through the Fall of Y181 (Turn 25).

(604.1) SCENARIO NOTES

(604.11) The Alliance (Hydran, Kzinti, Federation, Tholian, Gorn) is at war with the Coalition (Klingon, Lyran, Romulan). All of their forces are available for use anywhere within the restrictions of other rules.

(604.12) The deployment of PFs begins during this period.

(604.13) Economic Exhaustion. The Klingons, Kzintis, Lyrans, Hydrans, and Romulans multiply their income by a factor of 0.75 during this scenario. The Federation and Gorns continue to receive 100% of their income; (652.3).

(604.14) This scenario cannot be played without first playing Scenario (603.0). There are too many possible outcomes of that scenario to list a single one as the only result.

(604.2) VICTORY CONDITIONS

Same as (603.3).

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(605.0) THE TYPHOON
(The General War Grinds to a Halt.)

This scenario is an extension of (604.0). It covers the nine-turn period from the Spring of Y182 (Turn 26) through the end of the War, which historically occurred after the Spring of Y185 (Turn 34).

(605.1) SCENARIO NOTES

(605.11) The Alliance (Hydran, Kzinti, Federation, Tholian, Gorn) is at war with the Coalition (Klingon, Lyran, Romulan). All of their forces are available for use anywhere within the other rules.

(605.12) The deployment of PFs continues and is completed during this period.

(605.13) Economic Exhaustion: The Klingons, Kzintis, Lyrans, Hydrans, and Romulans multiply their income by a factor of 0.50 during this scenario. See (652.3).

The Federation receives its full income on Turns 26 and 27; multiply their income by 0.75 during Turns 28 through 37, and by 0.50 thereafter.

The Gorns multiply their income by 0.75 on Turns 27 through 36, and by 0.50 thereafter.

(605.14) This scenario cannot be played without first playing Scenario (604.0). There are too many possible outcomes of that scenario to list one as the only possible result.

(605.2) VICTORY CONDITIONS

Same as Scenario (604.2).

(605.3) ENDING THE SCENARIO OR CAMPAIGN

Historically, the War ended in mid-Y185 (end of Turn 34) when the Organians (a mysterious and powerful race of interstellar philosophers), assuming that the races had learned the futility of War, returned to bring a halt to the fighting. As their return could not have been known to the warring races, the following rule can be used to simulate the lack of knowledge as to when the fighting will halt.

(605.31) The Alliance player rolls one die at the end of Turn 31. If the result is "1", the game is over. If not, play another turn, after which the Coalition player rolls one die. As before, if the result is "1", the game is over. If not, play another turn. Continue playing one turn at a time, with the Alliance player rolling after odd-numbered turns and the Coalition player rolling after even-numbered turns until the result of the die roll is "1".

(605.32) Alternatively, the War can be halted by one of these methods (select one before starting the game):

1. As above, but the Coalition rolls at the end of their Player Turn; the Alliance at the end of their Player Turn.
2. After an entire turn in which no base or PDU has been attacked.
3. Historically, at the end of Turn 34.
4. Mutual consent at any point regardless of prior choice.

Alternatively, use #1 or #3 along with #2 and #4.

NOTE: Numbers 607-650 are reserved for expansions.

(606.0) FAST-PLAY INTRODUCTORY SCENARIO

This is a special version of the first turn of Scenario (601.0), designed to allow you to get into the game system as quickly as possible and actually fight some battles.

KZINTI SET UP: 0701: CVL Group
0703: CVE Group, BC 0803: BC, CL
0902: CV Group, CC, BC, DF, SC, TG
1304: DN, CV, BC, CL, DF, SC

LYRAN SET UP
0502 (to 0701): BC, 3xCA, 5xCW, 3xDD, 3xFF, SC
0504 (to 0902): CC, CA, 5xCL, 2xDD, 2xFF
0707 (to 0703): CC, 3xCA, 2xCW
0608 (to 0803): DN, 3xCW, 4xCL, 3xDD, 4xFF, SC
0408 (to 0404): TGP, FRD, CA, CL, 2xDD, 3xDW, FF
0404 (doesn't move): TGC, MB

Lyran movement is noted. Read rule sections (301.8), (302.0 except 302.5), and (501.0). Four Battle Hexes are created. The Kzintis can move the group in 1304 by Reserve Movement to any of the Battle Hexes EXCEPT hex 0701. As the Lyran Force attacking the starbase is obviously just a screening force, the decision becomes one of saving either 0803 or 0703. For the first scenario, move this fleet to 0803.

In each of the four Battle Hexes, the Lyrans must first fight an "approach battle," although the Kzintis will probably not take that option in 0701 and 0703.

The Lyrans will choose to resolve 0902 first, since this force will need to retreat to a safe location. Fight the approach battle (302.2), after which the Lyran Force retreats to 0802.

Next fight 0701. The Kzintis will fight only one round, giving up the base and some fighters to absorb casualties, and then retreating to 0801. One or two Lyran ships will probably be crippled.

Next fight 0703. Again, the Kzintis will fight only one round and give up the base. They retreat to 0702, the only hex that satisfies the requirements of (302.73).

Finally fight 0803. Here a major battle has developed, with 10 Kzinti ships and 15 Lyran ships. The Kzintis should fight two or three rounds, giving up the base as casualties on the last round and retreating to 0904. (With some luck, the Kzintis might win this one.)

The Lyran player then retrogrades (206.0) his crippled ships and the fleet in 0802. Repair ships will be able to immediately repair 24 points of damage (420.41), so move crippled ships up to this total to 0504. If there are more cripples, put one ship each on 0502 and 0705, and retrograde any remainders to 0404 (which has a starbase and FRD, more than enough to handle any losses).

Retrograde the uncrippled ships from 0802 to base 0705. On the next turn, when the Klingons attack, this force can move around the WYNs to attack base 1004.

The ships that moved to hex 0404 did so by Strategic Movement and can be designated as a Reserve.

There are many alternatives for this opening move. Could the starbase at 0902 be destroyed, even if the Duke's Fleet (1304) goes there? Would it be worthwhile to put ships into 0702, 0801, 0903, and 0904 to trap retreating Kzinti ships and force them to fight a second battle? Where should the Duke's Fleet be deployed? Could any of the three forward bases be saved? What difference would rule (302.5) make? Why were scouts included in two of the Lyran Forces? Experiment with this scenario several times to learn the nuances of the game rules before trying to play an entire scenario.

(651.0) THE GRAND CAMPAIGN

Taken together, the five scenarios comprise the Grand Campaign Game, covering the entire War. To play this campaign, simply play the scenarios in order, beginning each where the previous scenario ended. Note that the special rules and allowed operating territories change from scenario to scenario and make these changes at the appropriate time.

(651.1) The Economic Level (652.2) and Economic Exhaustion (652.3) rules from the Free Campaign are to be used in the Grand Campaign. The five scenarios that comprise the Grand Campaign define the historical economic status of the various races; these can be modified to some extent within the limits of the rules.

(651.2) The Coalition wins instantly if it occupies three of the four Alliance capitals (Kzinti, Hydran, Federation, all three Gorn) at the end of any Alliance turn.

The Alliance wins instantly if it occupies two of the three Coalition capitals (Klingon, Lyran, both Romulan) at the end of any Coalition turn.

Failing either of the above conditions, calculate the winner of the game by the procedure in (603.3).

The victory conditions are based on the potential economic income not adjusted for exhaustion. Note that the various Limited War options are available.

(652.0) THE FREE CAMPAIGN

This campaign is similar to those played by many gaming groups. In this non-historical universe, the various races can go to War whenever (and possibly with whomever) they choose. Victory is determined by the largest gain (in percent) or smallest loss in Economic Production.

It is suggested that the players select a reasonable number of turns (perhaps 5 or 10) that could be finished in a few sessions. You could also use the "ending campaign" rules from (605.0). It is difficult to play an entire 34-turn campaign because players become exhausted or are not always available. A shorter game provides a definite goal with realistic chances of reaching it.

(652.1) ALLIANCES

The players may choose to keep the historical alliances. This would be preferable, as it avoids confusion in the rules, and the game is balanced for these alliances.

(652.11) Alternatively, the players could divide the eight races into two, three, or four teams by some random procedure or by simply deciding in advance to organize the campaign in this manner.

(652.12) The most complicated procedure is to allow players to declare, renounce, and change alliances at the start of each year (even-numbered turns except Turn 2).

Each alliance must move together. The Order of Precedence (who moves first) is Klingon, Federation, Romulan, Kzinti, Lyran, Hydran, Gorn, Tholian. The alliance moves at the earliest point one of its members appears on the list; the other members are ignored when their name appears on the list. (The alliance does not move twice in the same turn.) For example, a Klingon-Hydran alliance would move before a Federation-Kzinti-Gorn alliance.

The declaration of alliances is made in the Order of Precedence; each player announces his alliance to previous players. Those players may accept or reject the offer, negotiate incentives to be given the joining race, or may place conditions (e.g. the evacuation of territory previously captured by a future ally). Refusal allows the offerer to make another offer or to remain independent and hope to attract offers from players further down the list.

EXAMPLE: The Klingons and Federation are not allied. The Romulans offer to ally with the Klingons, but demand 30 ships as a price; the Klingons refuse. The Romulans then offer to ally with the Federation in exchange for 8 Fed provinces. The Federation accepts on the condition that the Romulans declare War on the Gorns. The Romulans refuse and form a third "side" with hopes that the Gorns will (later in the same annual alliance declaration sequence) offer to ally with them.

(652.13) Only allied races can stack in the same hex, transfer Economic Points, use each other's Strategic Movement, or enter each other's off-map areas. In the event of a changing alliance: units (including bases and PDUs) stacked (or built) in the same hex would immediately become a Battle Hex to be resolved before Step 1; ships in a non-allied off-map area would immediately be captured [Options (305.22) and (305.23) only].

(652.2) ECONOMIC LEVELS

(652.21) Each turn, each race must announce its economic condition. This can be either:

Peacetime: Receives 50% of economic income.
Limited War: Receives 75% of economic income.
War: Receives 100% of economic income.

The actual combat conditions are not related to the economic level. A race can be on a Wartime economy (431.4) without attacking another race or being attacked. Limited War is considered Wartime for purposes of production restrictions, overbuilds, mobile bases, defense battalions, etc.

(652.22) A race cannot be in a state of Limited War for more than 4 consecutive turns and cannot be at that state for more than 4 turns in any consecutive 10 turns. For example, Limited on Turn 1-4, War on 6-10, Limited on 11–14, peace on 15+. Exception: (652.24).

(652.23) A race that declares itself in a state of War must remain in that state for a minimum of 4 turns. A race on a Wartime economy which changes to another status must remain at that status for a minimum of 2 turns. A race will be forced to return to Wartime status if it is invaded.

(652.24) The Federation cannot declare itself at War without at least one turn of Limited War. This is an exception to (652.22).

(652.25) A race cannot operate its economy at Peacetime levels if it has ships outside of its own territory or if enemy ships are inside its own territory.

A race cannot operate its economy at Limited War levels if it has ships in enemy territory or if enemy ships are in its territory, except for the one turn required for the Federation by (652.24). Note that this does allow a race to have ships in allied territory which are in combat with enemy ships. See (433.413) and (431.4).

Interned ships do not count for these purposes.

Note that this rule can force a race to remain on a Wartime economy after Economic Exhaustion has occurred. This rule is here to prevent players from avoiding Economic Exhaustion while still waging War.

TOTAL WAR will include rules for voluntarily ceding territory to an enemy, allowing Wartime conditions to be terminated on a mutually agreeable basis.

(652.3) ECONOMIC EXHAUSTION

A race begins suffering from Economic Exhaustion after 15 turns of a Wartime economy (20 turns for the Federation, which has a "fatter" economy able to withstand more strain). Once Economic Exhaustion is reached, a race can no longer control its economy. For the next 10 turns they will receive 75% of their income; thereafter, they will receive only 50% until the campaign ends.

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Economic Exhaustion is used in all campaigns. Every three turns of Limited War reduces previous Wartime turns by one. Every two turns of Peacetime reduces previous Wartime turns by one. (Peacetime turns can be counted as Limited War turns when combining the two.)

Note that a race can reach Economic Exhaustion and then later reduce itself to a Limited War or Peacetime level. That race will use the lower of the two multipliers (one for War status and the other for exhaustion status).

EXAMPLE: The Lyrans are at full War status from Turn 1 and begin suffering Economic Exhaustion on Turn 16 when their economy drops to 75% because of the exhaustion. The Lyrans remain on a Wartime footing for 10 turns, and their economy drops to 50% on Turn 26. The Lyrans want to get off of a Wartime economy to avoid total collapse, so they withdraw all of their ships from Kzinti and Hydran (i.e. enemy) territory, but leave ships in Klingon (allied territory) to help stop the Federation offensive. The Lyrans are then at Limited War and receive 75% of their nominal income. In effect, the Lyrans have avoided the reduction to 50% but are unable to keep ships in enemy territory. However, they still have 25 turns of "Wartime" which must be worked off. After three turns they are down to 24 accumulated war turns and could go back to a Wartime economy (to send ships into Kzinti territory) but don't want to because they would have to stay at War for four turns and the last three of those would be at 50%. They cannot remain at Limited War for more than one more turn, however, because Limited War will only last for four turns. They must either go to a Wartime economy (and quickly drop to 50%) or drop to a Peacetime economy. Dropping to a Peacetime economy requires that all of their ships return home, leaving the Klingons to fight on alone. Being Lyrans first and Klingon allies second, they do so. Two turns go by without incident. (At this point they spent turns 1-25 at War, 26-28 at Limited War, and 29-30 at peace, and have 23 "War turns" accumulated.) Then the Kzintis invade Lyran territory! Now the Lyrans must go to a war economy, but they are at 75% economy because they have more than 15 war turns accumulated. Turns 31 and 32 are at this level, but Turn 33 will see them at the 50% level because they will then have more than 25 war turns accumulated.

(652.4) KLINGON DELIVERY

For the Klingons to deliver ships to the Romulans, they must be able to trace a path of Klingon-Romulan occupied or Neutral Zone hexes connecting the Klingon Supply Grid to the Romulan Supply Grid. This can include hexes adjacent to Federation territory as long as the hexes are not occupied by ships (or a base with a full ship equivalent of fighters or PFs) of a hostile power. The ships can be moved during Strategic Movement at no cost. They must go to the Romulan shipyard for conversion and are treated as foreign ships until converted.

Undelivered ships are added to the Klingon mothball fleet. Lyrans and Klingons can't build maulers without Romulan permission.

(652.5) STARTING CONDITIONS

Use the Order of Battle Annexes to set up.

Fleet availability is based on geography. All races have a fleet on each border and one or more central fleets. The fleet on a given border is released when war is declared against that race or when an alliance is created with them. All new construction can be used anywhere.

Federation: Home Fleet used against any enemy.

Klingons: Home Fleet is Lyran Border Fleet. Tholian squadron can be used against any enemy. Northern Reserve against Lyrans, Kzintis, or Feds. Southern Reserve against Hydrans, Feds, or Tholians.

Romulans: Home Fleet cannot leave capital unless the Romulans are invaded or have invaded another race. Patrol Detachment used against Tholians or Federation.

Kzintis: Baron's Fleet is available against any enemy; it arrives by Strategic Movement on 2nd turn of combat. Home Fleet used against any enemy.

Gorns: Home Fleet can be used against any enemy.

Tholian: See special rules (503.3).

Hydran: Home and Expeditionary Fleet used against any enemy. See special rules on Old Colonies Squadron.

Lyrans: Home Fleet is Klingon Border Fleet. Far Stars is available against any enemy; it arrives by Strategic Movement on 2nd turn of combat.

Once a fleet is released, it remains released for the duration of the game. Federation 7th Fleet is linked to Klingon, Tholian, and Romulan borders and is released if any of those races attack the Federation, or if the Federation allies with the Klingons or Romulans.

(652.6) VICTORY CONDITIONS

Victory conditions for a free campaign are almost impossible to define as there are too many possibilities as to who is at War with whom.

Players might adapt the victory conditions in (603.0) and/or (605.0). This will work particularly well if there are two large alliances.

It could be suggested that any race which has no allies and loses its capital must sue for peace and become a neutral race in what territory it still controls. Of course, the conqueror can violate this neutrality and gobble up whatever on-map areas remain unconquered. Any off-map areas become a permanent neutral unless someone who controls the original capital voluntarily gives it back to the original owner, putting that race back in business.

DEPLOYING RESERVES — David Crump

Reserve Fleets should be placed where they can reach several of your forward detachments. If possible, position at least one Reserve Fleet where it cannot be reached (and pinned) by enemy forces, thereby preserving your reaction ability. An excellent place for a Reserve Fleet is a "neutralized" province, such as the Kzinti Marquis area. Note special cases, such as the trapped Federation starbase in Scenario (603.0). If there is no Reserve group within range of this starbase, the Klingons can simply pull away from the front line, leaving your entire fleet idle while every ship he has reduces the starbase to scrap iron.

KLINGON CARRIER FORCE — Steven Petrick

The Klingon DV and FV carrier groups are generally held in low regard by F&E players. They lack the density to be useful in combat. There is, however, one valuable service that these units can perform. Take one DV and team it up with three FV groups. The resulting 9-ship force (within the DV's command limit) has a total of 18 fighter factors. This is an incredibly powerful Pin Force able to tie up a fleet of enemy ships. While forced to fight a battle, it can give up fighters to cover most conceivable losses and can always cripple one of the FV groups in an emergency; FV groups are relatively easy to repair. Even if the enemy uses CEDS and direct damage, he can only kill an E4 and you have *plenty* of E4s.

(653.0) BALANCE FACTORS

Balance, an equal chance for both sides to win, is the most sought after quality of a game. The problem, however, is that what the designers and playtesters of a game consider balanced is often not a balanced situation to a given group of players due to differences in playing style or game experience.

Listed below are a series of "adjustments" which can be used to adjust the balance of the game in one direction or the other. It is strongly advised that you do not use these adjustments without first playing the basic scenarios as designed, and that you use the adjustments then only if several playings show that, at least for your group, the balance is not satisfactory.

In many cases (e.g. Federation C), it would be possible to use a given item more than once.

The basic concept is that a stronger player (or whichever side your group thinks the game is balanced toward) will "spot" a weaker player (or side) a number of points, which that player (side) may then use to improve his own forces or weaken those of the enemy at the start. A player can never apply negative factors to his own forces.

Groups with more experience may elect to use these balance features as an optional rule to add variety. After finding the correct balance point, each player might be allowed to select an equal number of additional points.

Each of these balance factors is assigned a numerical value in relation to the other balance factors.

GENERAL (Used by any race)

A. (+10): Allow the race to have one extra SB, or two extra BATS, or four extra Def Btns. These cannot be in the same system or in the capital.

B. (+4): Allow one extra major conversion.

C. (+4): Add one tug to the Home Fleet.

D. (+20): Add one BATS to the capital.

E. (-20): Pirates raiding off-map area! Dispatch 36 attack factors (including fighter factors) of ships to the off-map area (permanently) for security.

F. (±10): Add or remove one repair ship.

G. (±20): Add or remove one Reserve marker.

FEDERATION

A. (+6): Increase standard production rate on turns 7-10 to 9xNCL and 12xFF.

B. (+4): Allow production of three extra NCLs and three extra FFs on Turn 6, or possibly on turns 5 and 6.

C. (+2): Each extra CVL withdrawn from survey duty for use on the map up to the limit of (505.3). (This will require additional counters, but there is a CVL counter on Sheet D so you will find one in each copy of Fleet Pack).

D (-3): NO CVBs: The F-15 fighter was cancelled before production. All CVB counters have 6 fighter factors and use normal (rather than special fighters).

E (-4): The survey cruisers were not designed for combat. The CVL counters are 2-8 with no fighters. They can be sent back to survey duty.

F (-1): Each old CL removed from active service and placed in the Mothball Reserve at start.

G (-5): Detachment of ships from 5th Fleet not released until Romulans attack.

KLINGONS

A. (+8): Activate the IWR Turn 9 squadron on Turn 8.

B. (+20): Klingons can attack the Kzintis on Turn 1.

C. (+1): Convert one D6 to a D6M mauler or D6D drone cruiser before the game begins.

D. (-20): Eliminate the IWR Turn 9 squadron.

E. (-1): Each active D6 removed from service and placed in the mothball Reserve before the game begins.

F. (+1): Each mothball D6 activated before the game.

G. (-2): Each D6D or D6M removed from active service and placed in the mothball Reserve before the game.

H. (-20): Delay attack on Kzintis to Turn 3.

I. (+4): Tholian Border Squadron released on Turn 1.

ROMULANS

A. (+10): Add one KR, one K5, and two K4s to the production schedule for each turn.

B. (+4): Add one SP and one SK to the production schedule for each turn from Turn 7 through Turn 9. (This could begin earlier.)

C. (-20): Delete the K4Rs, which were the last Klingon ships to be delivered.

D. (-4): The Snipe-B refit was never developed. All Snipe-B counters are 4-point Snipe-As.

E. (+3): Explore one unexplored province before the game begins (603.15)

F. (+5): Explore one unexplored minor planet before the game begins (603.15).

KZINTIS

A. (+10): Add a "mothball" fleet of 2xFF and 2xDD to the capital; activate (@ 1 pt) one FF and one DD per turn.

B. (+20): The Kzintis detect the impending attack. Allow the Barony Fleet to set up in the capital hex at start.

C. (-20): The Barony fleet was never completed; remove units equal to 36 attack and/or fighter factors.

GORNS

A. (+3): Allow carrier groups to be built a year early.

B. (+20): Allow unlimited carrier group production.

C. (-3): Delay carrier group production by one year.

D. (-20): Prohibit any carrier production.

E. (+4): Convert a CL to a BC on turns 5 and 7.

F. (+1): Each DD converted to BD at start (max 3).

HYDRANS

A. (+10): Add a "mothball" fleet of 2xLN and 2xHN to the capital; activate (@1pt) 1xLN and 1xHN per turn.

B. (-5): Due to a feud between the government and the trade cartels which run the Old Colonies, delay the release of the Old Colonies squadron by one turn beyond normal release to reflect this.

C. (-10): Historically, the Hydran fleet refused to give up the capital and was destroyed in combat. To reflect this, prohibit any Hydran ship in the capital on Turn 4 or later from leaving the capital and require all ships within 6 hexes to move to the capital as quickly as possible if the capital is attacked.

D. (+10): Move the entire old Colonies squadron to the capital before the game begins.

LYRANS

A. (+4): Historically, the production of DNs and BCs was delayed due to design arguments. Assume that these were resolved. Convert one Northern (Red Claw) CA to a DN and one Home (Foremost) CL to a BC before the game begins.

B. (+20): The Lyrans risk detection by the Kzintis and move the Far Stars Fleet onto the map within Red Claw territory, but not within 3 hexes of the Neutral Zone.

C. (-20): The Lyrans were always having civil wars. Assume that a dispute between the Far Stars and Foremost Duchy delays the arrival of the Far Stars by one turn.

D. (-4): Problems with DN and BC design delay their introduction. Convert the at start DN to a CA and the Enemy's Blood BC to a CL.

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ANNEX (701) ORDERS OF BATTLE

All references to carriers indicate the carrier groups except for those carriers which come as single ships.

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.

See (431.2) for 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.

(702.0) UNITED FEDERATION

1st (HOME) FLEET: Set up in 2908. 1xDN, 1xCC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 3xTG, FRD, 3xMB.
PWC: 1xCVA, 3xNCL, 3xFF built in 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.

3rd FLEET: Set up within four hexes of the Klingon Neutral Zone, but not in 7th or 4th Fleet areas. CVS, CC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 1xTG, 1xFRD, Resv.
PWC: 1xDN Fall Y168; 1xCVB Spring Y169; 3xNCL, 3xFF Spring Y170.

4th FLEET: Set up within three hexes of the Kzinti Neutral Zone and north of hex row xx05 inclusive. 1xCC, 3xCA, 3xDD, 1xSC, 3xFF, TG, Resv.
PWC: 1xDN, 3xNCL, 3xFF built in Fall Y170.

5th FLEET: Set up within three hexes of the Gorn Neutral Zone and north of xx08 inclusive. 1xCC, 3xCA, 3xDD, 1xSC, 3xFF, TG, Resv.

6th FLEET: Set up within four hexes of the Romulan Neutral Zone, but not in the 7th or 5th Fleet areas. 1xCVS, 1xCC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 1xTG, 1xFRD, Resv.
PWC: 1xDN Fall Y169; 1xCVB Spring Y170.

7th FLEET: Set up in provinces 2813 and/or 2815. 1xCC, 3xCA, 3xDD, 1xSC, 3xFF.

CONSTRUCTION (after Turn 6):
Fall Y171: 1xDN, 1xCA, 3xNCL, 3xFF
Spring Y172: 1xCVA, 1xCA, 3xNCL, 3xFF
Fall Y172: 1xDN, 1xCA, 6xNCL, 6xFF
Spring, years Y173 or after: 1xCVA, 1xCC, 1xCA, 6xNCL, 12xFF.
Fall, years Y173 and after: 1xDN (or CC), 2xCA, 9xNCL, 12xFF.

MOTHBALL RESERVE: 6xCA, 18xCL, 18xFF; Can activate 1xCA, 3xCL, 3xFF each turn after attacked, including turn of attack. (Limited War = CL + FF)

ALLOWABLE SUBSTITUTIONS:
BC can be substituted for CA or DN once per year in Y177 and later.
CC can be substituted for CA in Y177 and later.
DN+ can be substituted for DN in Y172 and later.
DNG can be substituted for DN in Y175 or later.
CVS or CVB can be substituted for CVA.
CVN can be substituted for CVA in Y175 or later.
NVL can be substituted for 2xNCL + FF in Y173 or later. NVS can be substituted for 2xNCL + FF in Y175 or later.
FV can be substituted for 2xFF in Y172 or later.
TG can be substituted for CA once/year OR one CA can be converted to TG once/year but not both.
CVS can be substituted for CA+DD/NCL+FF once per year. See (432.5) for the CVB.
DDs and CLs can be substituted for NCLs.

PRODUCTION NOTES
CVBs have 6 fighter factors until Y172.
Maximum of two carrier groups plus one FV per turn by any means, including no more than one CVA per year.
Pods: 3 CV (6 ftr factors), 3 battle (12-12) at start.
Can build one CVA pod per year after Y171; can never have more than three CVA pods.
Can produce (by any means) no more than one NCD per turn Fall Y171+ and no more than two NCDs per turn (by any means) in Fall Y173+.
CVLs cannot be built by any means.
Six "free fighter factors" per turn; see (431.74).

SPECIAL NOTE ON EARLY WAR
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. Aso applies if the Hydrans activate the Feds.

(703.0) KLINGON EMPIRE

HOME FLEET: Set up within two hexes of 1411. 1xC8, 1xD7C, 3xD7, 3xD6, 1xD6M, 3xD5, 3xF5Q, 3xF5S, 1xFV, 6xE4, 1xTGA, 1xD6V, 1xFRD, 2xMB, 1xResv.

EASTERN FLEET: Set up within two hexes of Federation Neutral Zone. 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGA

NORTHERN FLEET: Set up within two hexes of Kzinti Neutral Zone. 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xD6V, 1xTGA

WESTERN FLEET: Set up within two hexes of Hydran Neutral Zone. 1xD7C, 3xD7, 3xD6, 1xD6M, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGA

THOLIAN BORDER SQUADRON: Set up in 2517, 2518 and/or 2519; two ships in 2318 (can rotate between bases and planet while inactive). 1xD7C, 3xD7, 3xD6, 1xF5Q, 1xF5S, 1xFV, 3xE4, 1xTGA, 1x Resv.

NORTHERN RESERVE: Set up in 1509. 1xC8, 1xD7C, 3xD7, 3xD6, 1xD6M, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xDV, 1xTGB, 1xFRD, 1xMB, 1xResv.

SOUTHERN RESERVE: Set up in 1716. 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1xFV, 3xE4, 1xD6V, 1xTGB, 1xFRD, 1xMB, 1xResv.

CONSTRUCTION
SPRING: 1xC8, 1xD7, 6xD5, 2xF5Q.
FALL: 1xD7C, 1xD7, 1xD6, 6xD5, 2xF5Q.

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.

IMPERIAL WAR RESERVE: This special group of ships was held in the capital for use only in the event of "General War" (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) which are released on the first three turns of War with the Federation. These ships can be converted while in the IWR. Six D6s are added to the mothball fleet when the IWR is 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 (308.93).

ALLOWABLE SUBSTITUTIONS

Can substitute C7 for D7 or C8 once per year in Y178 and later; D7C for D7 in Y179 and later.
Can substitute D6 for D7.
Can substitute TG-A/B for D6 or D7 once per year.
Can substitute DVS for D7+D5+F5 in Y172 and later.
Can substitute C8V for C8+D5+2xF5 once per year in Y174 and later.
Can substitute D6M for D6 or D7 once per turn.
Can substitute D5V for 2xD5+F5 once/turn Y170+.
Can substitute FV for F5+E4 once per turn.
Can substitute E4 for F5.

PRODUCTION NOTES

Pods: 2 battle pods, 2 carrier pods at start. Can build one CVA pod (total) in Y175 or later.
F5Q indicates 1xF5L + 2xF5.
Six "free fighter factors" per turn; see (431.74).
Maximum of two carrier groups + 1xFV per turn by any means; maximum of one C8V per year.
Can produce no more than two maulers of any type by any means per turn. Can produce no more than two D6Ds by any means per turn.

(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. (The ships are added to the Klingon mothball fleet; no Klingon D6M or Lyran STT cruisers exist or can be built.)

Note the requirement to explore some provinces in (603.0-5) and the restrictions on building ships in (431.6).

HOME FLEET: Set up in 4514 and/or 4613. 2xSP, SK, KE, 8xWE, SE, WH, FAL, 3xSN, 3xSNB, 2xFRD, MB, Resv.
K: 1xKRC, 2xKR, 1xKRM, 2xKRT, 2xK5Q, 1xK5S
PWC: 1xKC9R, 1xCON,1xSUP, 1xSPB, 1xFH, 2xSP, 1xSPC, 3xSK, 1xSKF, 1xSKB, (2xWE/KE), 3xK4.

FLEET OF THE NORTH: Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413. 1xKE, 8xWE, 1xSE, 1xFAL, 3xSN, 3xSNB, 3xFE, 1xMB, 1xResv.
K: 1xKRC, 2xKR, 1xKRM, 1xK5Q, 1xK5S.
PWC: 1xCON,1xSUP, 1xSPB, 1xFH, 4xSP, 1xSPC, 3xSK, 1xSKF, 1xSKB, (2xWE/KE), 3xK4.

FLEET OF THE WEST: Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918. KE, 8xWE, SE, FAL, WH, 3xSN, 3xSNB, 3xFE, MB, Resv.
K: 1xKRC, 2xKR, 3xK7R, 1xKRM, 1xK5Q, 1xK5S
PWC: 1xCON, 1xSUP, 1xSPB, 1xFH, 4xSP, 1xSPC, 3xSK, 1xSKF, 1xSKB, (2xWE/KE), 3xK4.

PATROL DETACHMENT: Set up at 3319. 1xSK, 6xWE, 3xBH, 3xSN, 4xSNB, 1xSE. (Note: One SNB is actually a BH, but there are only three BH counters. If you have extra BH counters, you can reverse this.)
PWC: 3xK4.

CONSTRUCTION (Pre-War)

Turn 1 Fall Y168: 1xSP, 1xSK, WE/KE (conversion)
Turn 2 Spring Y169: 1xSP, 6xK4*, 2xSK, WE/KE
Turn 3 Fall Y169: 2xSP, 6xK4*, 3xSK, WE/KE
Turn 4 Spring Y170: 1xSUP, 2xSP, 3xSK, WE/KE
Turn 5 Fall Y170: 1xCON, 2xSP, 3xSK
Turn 6 Spring Y171: 1xSUP, 2xSP, 3xSK, WE/KE
Turn 7 Fall Y171: 1xCON, 1xFH, 2xSP, 3xSK
Turn 8 Spring Y172: KC9†, SUP, 1xFH, 2xSP, 3xSK, WE/KE
Turn 9 Fall Y172: 1xCON, 1xFH, 2xSP, 3xSK

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 11 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.

CONSTRUCTION: TURN 10 AND AFTER

Spring turns: NH (or SUP), FH, 3xSP, 3xSK, WE, SN.
Fall turns: CON, FH, 3xSP, 3xSK, WE, SN.

ALLOWABLE SUBSTITUTIONS

Can substitute FH for CON, SUP, or NH.
Can substitute NH for FH in Y180 and later.
Can substitute CNV for CON+SP+2xSK in Y175+.
Can substitute SUB for SUP+SP+2xSK in Y173+.
Can substitute SUP or NH for CON.
Can substitute SPB for SP + 2xSK once per turn.
Can substitute SKB for 2xSK once per turn.
Can substitute SPH, SPC, or SPE for SP once per turn (each, within appropriate limits).
Can substitute WE for SP; see (431.62).
Can substitute BH for SK; see (431.62).
Can substitute FAL for WE or SP once per turn, see (431.62).
Can substitute SPF for SP once per turn.

PRODUCTION NOTES

Can produce no more than three maulers of any type by any means per turn.
Three "free fighter factors" per turn; see (431.74).
Maximum of one WE/KE conversion per turn.
Maximum carrier production is: one SPB and one SKB per turn plus one CNV or one SUB per year plus scheduled production of SUP.
Maximum of one SPH can be produced by any means per turn.
While the Romulans suffer Economic Exhaustion on Turn 16, they are not technically "at War" on turns 1-9. During those turns, the Romulans cannot accumulate EPs, make conversions, build bases, or produce overbuilds. If the Romulans begin fighting earlier, these restrictions are lifted.

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(705.0) KZINTI HEGEMONY

HOME FLEET: Deploy in 1401. 1xDN, 1xCV, 1xCVL, 1xCVE, 1xCC, 3xBC, 1xCL, 3xDD, 3xFF, 1xDF, 1xSF, 1xTGC, 1xFRD, 1xMB.
BARON'S FLEET: Arrives at 1401 by Strategic Movement (204.39). 1xCV, 1xCVE, 1xCC, 3xBC, 1xCL, 1xDF, 1xSF, 1xTGT, 1xFRD, 1xMB.
MARQUIS' FLEET: Set up in 1902 and 1803. 1xCV, 1xCVL, 1xCVE, 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xTGT.
DUKE'S FLEET: Deploy within two hexes of Klingon Neutral Zone east of 10xx inclusive. 1xDN, 1xCV, 1xCVL, 1xCVE, 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xTGC, 1xResv.
COUNT'S FLEET: Deploy west of 09xx inclusive. 1xCV, 1xCVL, 1xCVE, 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xTGT, 1xResv.

CONSTRUCTION
Fall Y168: 1xBC, 1xDD, 2xFF.
Spring Y169: 1xBC, 1xCM, 2xDD, 3xFF.
Fall turns Y169+: 1xBC, 3xCM, 6xFF.
Spring turns Y170+: 1xDN, 3xCM, 6xFF.

ALLOWABLE SUBSTITUTIONS
Can substitute CV for BC+CM/CL+FF.
Can substitute CVL for BC+CM/CL+FF.
Can substitute CVE for CM/CL+FF.
Can substitute CMV for 2xCM+FF in Y174 and later.
Can substitute CL or DD for CM.
Can substitute BCH for BC or DN once per year in Y180 and later.
Can substitute CC for BC in Y180 and later.
Can substitute CVA for DN + 2xCM + FF Spring Y173 or later.
Can substitute TGT or TGC for BC once per year.

PRODUCTION NOTES
Pods: 3 carrier pods, 2 battle pods at start. Can build one (total) CVA pod in Y175 or later. Can build two (total) PFT pods in Y181 or later.
Six "free fighter factors" per turn; see (431.74).
Can produce (by any means) no more than two DFs per turn.
Can produce (by any means) no more than two carrier groups plus one CVE per turn including no more than one CVA per year.

(706.0) GORN CONFEDERATION

1st (HOME) FLEET: Deploy in capital hexes. 1xCC, 2xBC, 4xCL, 6xDD, 1xSC, 2xTG, 2xFRD, 2xMB, 1xResv.
PWC: 1xDN, 3xHD, 6xBD, 1xCV
2nd FLEET: Deploy in provinces 3901, 4101, 4104. 1xCC, 2xBC, 4xCL, 6xDD, 1xSC.
PWC: 1xDN, 3xHD, 6xBD
6th FLEET: Deploy in provinces 4107, 4307, 4707, and 4906, and starbases 4206, 4806. 1xCC, 2xBC, 4xCL, 6xDD, 1xSC, 1xResv.
PWC: 1xDN, 3xHD, 6xBD

PRE-WAR CONSTRUCTION:
Turn 1 Fall Y168: 1xBD
Turn 2 Spring Y169: 1xHD, 1xBD
Turn 3 Fall Y169: 1xHD, 2xBD
Turn 4 Spring Y170: 1xHD, 2xBD
Turn 5 Fall Y170: 1xHD, 2xBD
Turn 6 Spring Y171: 1xDN, 1xHD, 2xBD
Turn 7 Fall Y171: 1xHD, 2xBD
Turn 8 Spring Y172: 1xDN, 1xHD, 2xBD
Turn 9 Fall Y172: 1xHD, 2xBD
Turn 10 Sprg Y173: 1xDN, 1xHD, 2xBD
Turn 11 Fall Y173: 1xCV

WARTIME CONSTRUCTION:
SPRING: 1xDN, 3xHD, 3xBD
FALL: 1xBC, 3xHD, 3xBD

ALLOWABLE SUBSTITUTIONS:
Can substitute TG for BC once per year OR one CL or BC can be converted to a TG once per year but not both.
Can substitute CL for BC or HD once per turn.
Can substitute HV for 2xHD+BD or CV for 2xCL+DD once per year (fall only) Y174 and later. (Historically, the Gorns only built one CV; players may choose to allow more Gorn CVs to be built.)
Can substitute DD for BD; see (431.5) as this allows DDs to be built at starbases.
Can substitute BCH for BC or DN once per year in Y180 and later.
Can substitute CC for BC in Y178 and later.

PRODUCTION NOTES
Pods: 2 battle at start. No CV or CVA pods. Can build a total of two PFT pods in Fall Y182 or later.
Three "free fighter factors" per turn; see (431.74).
Maximum of one carrier group (CV or HV) conversion per year (Spring only).

(707.0) THOLIAN HOLDFAST

1st FLEET: Set up in 2719, 2818, and/or 2819. 1xCA, 1xDD, 3xPC, 1xSC.
2nd FLEET: Set up in hex 2918. 1xCA, 1xDD, 3xPC, 1xSC.
3rd FLEET: Set up in 3018, 3019, and/or 3119. 1xCA, 1xDD, 3xPC, 1xSC.
HOME FLEET: Set up in hex 2919. 1xCA, 1xDD, 3xPC, 1xCPC, 1xMB, 1xResv.

CONSTRUCTION (PRE-WAR):
One PC per turn plus:
Turn 2 Spring Y169: 1xDN
Turn 4 Spring Y170: 1xBW
Turn 6 Spring Y171: 1xDN
Turn 8 Spring Y172: 1xBW
Further Peacetime production (turns 10, 12, etc.) is one ship of any type.

WARTIME: Spring 1xDN and 1xPC (or 1xCA + 2xPC).
Fall: 1xDD and 2xPC.
Two "free fighter factors" per year in either turn.
ALLOWABLE SUBSTITUTIONS
Can substitute PFT for DD in Y180 and later.
Can substitute BW for 2xPC in Wartime. Maximum of one BW per turn by any means.
Can substitute CPC for 3xPC/DD once/year in Wartime.
Can substitute CA for DN.
Can substitute CVA for CA+2xPC in Y173+. Maximum of one CVA per year by any means.

(708.0) ORION PIRATES

Reserved for later expansions. See (504.0).

(709.0) HYDRAN KINGDOM

HOME FLEET: Deploy in 0617. 1xLM, 3xRN, 3xLN, 1xSC, 1xTG, 1xCR, 2xHN, 2xFRD, 2xMB, Resv.
EXPEDITIONARY FLEET: Deploy in 0716. 1xLB, 3xDG, 3xKN, 1xSC, 1xTG, 1xCR, 2xCU, Resv.
FIRST FLEET: Deploy in 0915, 1116, 1217, 1219, and/or 1017. 1xLM, 3xRN, 3xLN, 1xSC, 1xTG, 1xCR, 2xHN.
SECOND FLEET: Deploy in 0114, 0315, 0515, 0714, and/or 0215. 1xLB, 3xDG, 3xKN, 1xSC, 1xTG, 1xCR, 2xCU.
OLD COLONIES SQUADRON: Deploy in off-map holding area. 1xLM, 3xLN, 1xCR, 2xHN. This fleet cannot move unless the capital hex is attacked or a starbase is destroyed. [The LM in this squadron is actually an LC (3) 7-9, but no counter is provided for this unique unit. Players with the older edition of F&E can continue to use the LC from that edition, and an actual LC will be provided in Total War.]

CONSTRUCTION:
Fall Y168: 1xRN, 1xHR, 3xHN.
Sprg Y169: 1xPAL, 1xRN, 1xHR, 3xHN.
Fall Y169: 1xUH, 1xDG, 1xTR, 3xHN, 3xCU.
Sprg Y170: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y170: 1xCV, 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y171: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y171: 1xUH, 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y172: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y172: 1xCV, 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y173: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.

LATER CONSTRUCTION
Fall: 1xCC*, 1xDG, 3x(HR or TR), 1xLN, 3xHN, 3xCU.
Sprg: PAL, RN, 3x(HR or TR), KN, 3xHN, 3xCU.

ALLOWABLE SUBSTITUTIONS
Can substitute TG for CA once per year OR can convert one CA to TG once per year but not both.
Can substitute HR for TR, but not vice versa.
Can substitute LN for HR.
Can substitute KN for TR.
Can substitute HN for CU.
Can substitute CR for HN or CU once per turn.
Can substitute OV for CC or PAL once per year in Y180 and later.
Can substitute CV for CC + LN/HR + 2xHN in Y171+.
Can substitute NCV for 2xHR/TR + HN in Y173+.
Can substitute UH for 2xDD + 2xHN in Y170+.
Can substitute ID for PAL + LN/HR + 2xHN in Y173+.
* CC is LB or LM or LC; DD is LN or KN.

PRODUCTION NOTES
Pods: 2 carrier, 2 battle at start. No CVA pods. Can build two (total) PFT pods in Y180 and later.
Six "free fighter factors" per turn; see (431.74).
Can produce no more than one CVA (CV, UH, ID) per year by any means. Can produce no more than two "true carriers" per turn by any means.

(710.0) ANDROMEDAN INVADERS

Reserved for later expansions.

(711.0) LYRAN EMPIRE

RED CLAW FLEET: Deploy on bases or in provinces on Kzinti border. 1xBC, 1xCC, 4xCA, 5xCW, 5xCL, 5xDD, 5xFF, 1xSC, 1xTGC, 1xMB, 1xResv. Red Claw Fleet includes Starbase in 0404.
HOME FLEET: Deploy in 0408 and/or 0608; up to six ships in 0707. 1xDN, 1xCC, 4xCA, 5xCW, 5xCL, 5xDD, 3xDW, 5xFF, 1xSC, 1xTGP, 1xFRD, 1xMB, 1xResv.
ENEMY'S BLOOD FLEET: Deploy in provinces on Hydran border (not in LDR). 1xBC, 1xCC, 3xCA, 3xCL, 4xDD, 4xFF, 1xSC, 1xTGC, 1xMB, 1xResv. Enemy's Blood Fleet includes Starbase in 0411.
FAR STARS FLEET: Off-map area. Arrives Turn 2 (204.39). 1xCC, 4xCA, 5xCL, 4xDD, 4xFF, 1xCW, 1xDW, 1xSC, 1xTGP, 1xFRD

CONSTRUCTION RATE (from start):
Spring: 1xDN, 1xCA, 3xCW, 3xDW, 3xFF
Fall: 1xBC, 1xCA, 3xCW, 3xDW, 3xFF

ALLOWABLE SUBSTITUTIONS
Can substitute CV for CA + CW + 2xFF in Y172. (Historically, few CVs were built; players may choose to build more Lyran CVs at a maximum rate of one per year.)
Can substitute STT for CA once per year in Y170+.
Can substitute CVL for CW + CW + FF once per year Y171 and later.
Can substitute TGC or TGP for CA once per year OR can convert one CA to TGC or TGP once per year but not both.
Can substitute BCH for BC or DN once per year in Y180 and later.
Can substitute CC for CA in Y180 and later.
Can substitute CL for CA, DD for CW.

PRODUCTION NOTES
Pods: 2 battle pods at start. 2 carrier pods (total) can be built in Y171 and later. No CVA pods. Can produce two (total) PFT pods in Y180 or later.
Three "free fighter factors" per turn; see (431.74).
Maulers: Can produce no more than two maulers of any type by any means per turn, and none before Y171.
Maximum of one carrier group substitution per year.
Maximum of one carrier group conversion per year.
Can begin production of BCHs in Y180.

(712.0) WYN STAR CLUSTER

Reserved for later expansions.

(713.0) INTER-STELLAR CONCORDIUM

Reserved for later expansions.

(714.0) LYRAN DEMOCRATIC REPUBLIC

Reserved for later expansions.

(715.0) - (750.0) Reserved for later expansions.

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ANNEX (751.0) CONVERSION COSTS

Conversions do NOT include the cost of fighters or PFs. These must be purchased; see (432.2). All carriers refer to carrier groups.

GENERAL

Captured ship (305.3) ..... 3 points
MB to battle station ..... 9 points
BATS to starbase..... 30 points
See (502.65) for Fed bases.

FEDERATION

DN to DN+..... 1 point
DN to DNG..... 2 points
DN+ to DNG..... 1 point
CA to CC..... 2 points
CA to TG..... 4 points
NCL to NCD..... 3 points
NCL to NSC..... 3 points
DD to SC..... 5 points
FF to FFS..... 2 points
NCL to NPFT..... 5 points
CVA or CVN to SCS ..... 5 points
CVA + NCL + FF to .....
..... CVN + CL + DD.....4 points
CVS to CVB ..... see (432.5)
CA+ DD + FF to CVS..... 4 points
2xNCL + FF to NVL..... 4 points
2xNCL + FF to NVS ..... 4 points
NVL to NVS..... 4 points
2xFF to FV ..... 3 points
CC can be converted to anything a CA can be converted to.

KLINGONS

D7 to D7C .....2 points
D6 to D6M.....5 points
D6 to D6D .....3 points
TGB to TGA ..... 5 points
F5 to F5L..... 2 points
D6 to D6P ..... 5 points
D5 to D5P ..... 5 points
D5 to D5S ..... 3 points
F5 to F5S ..... 2 points
C8V to C8S (SCS) ..... 5 points
C8 + D5 + 2F5 to C8V .....5 points
D7 + D5 + F5 to DVS.....4 points
TGA + 2E4 to DV..... 4 points
D6 + 2E4 to D6V..... 4 points
2D5 + F5 to D5V .....4 points
F5 + E4 to FV..... 3 points
Any D7 can be converted to anything a D6 can be converted to.

ROMULANS

K7R to KRC .....2 points
FH to NH.....2 points
KE or WE to FAL..... 5 points
SP? to SP or SPH.....0 points
SK? to SK ..... 0 points
KR or K7R to KRM..... 5 points
WE to KE or SE .....3 points
3xWE/KE to 3xFE .....3 points
SN to SNB..... 1 point
SP? to SPC.....3 points
SP? to SPE or SPF.....5 points
SPC TO SPE .....5 points
SK? to SKF..... 2 points
K5 to K5S..... 2 points
NH to SUP .....2 points
FH to SUP .....4 points
CNV to SCS .....5 points
CON + SP + 2SK to CNV ...5 points
4BH to WH.....4 points
2BH+2SNB to WH ..... 4 points
2BH+2SN to WH..... 5 points
SUP + SP + 2SK to SUB ....4 points
SP? + 2SK? to SPB ..... 3 points
SK? + SK? to SKB..... 2 points

ROMULANS (From Klingon ships)

C8 to KC9..... 5 points
D7C to KRC ..... 3 points
D7 to K7R..... 3 points
D6 to KR..... 3 points
TGB to KRT .....4 points
F5L to K5L .....2 points
F5 to K5 .....2 points
E4 to K4 ..... 2 points

The costs for conversion of Klingon ships to Romulan technology 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 16 points, of which 11 is paid to the Klingons (added to their treasury).

KZINTIS

BC to CC..... 2 points
FF to DF..... 3 points
TGT to TGC ..... 5 points
DD to PFT..... 5 points
CM to MPFT..... 5 points
FF to SF..... 2 points
CVA to SCS ..... 5 points
BCH + CM /CL + FF to CV .. 4 points
DN + CM/CL + 2FF to CVA . 5 points
CM/CL + FF to CVE..... 3 points
BC + CL/CM + FF to CVL.... 4 points
2CM + FF to CMV..... 4 points

GORNS

BC to CC..... 1 point
BC to BCH ..... 4 points
CL to BC..... 4 points
CL or BC to TG..... 4 points
DD to BD..... 2 points
HD to HDP ..... 5 points
DD to PFT..... 5 points
HD to HDS ..... 3 points
BD to BDS ..... 2 points
DD to SC..... 2 points
2xCL + DD to CV ..... 4 points
2xHD + BD to HV..... 4 points

THOLIANS

PC to DD..... 3 points
3PC to 3CPC ..... 3 points
2PC to CA..... 4 points
3PC to DN ..... 6 points
PC to SC..... 2 points
PC to PFT..... 5 points
CA + 2xPC to CVA..... 4 points
2xPC to 2xBW ..... 3 points

ORIONS

CVL to PFT..... 5 points

HYDRANS

Any CC to any CC ..... 3 points
Dragoon to LB .....2 points
Ranger to LM or LC.....2 points
Dragoon/Ranger ..... 3 points
Horseman/Traveler..... 3 points
Lancer/Knight ..... 3 points
Hunter/Cuir ..... 2 points
FF to Crusader .....2 points
CA to TG..... 4 points
CW to NSC .....3 points
FF to SC .....2 points
DD to PFT.....5 points
CW to NPF .....5 points
PAL + DD + 2xFF to ID..... 5 points
ID to SCS .....5 points
PAL + DD + 2xFF to SCS.....8 points
2DD + 2FF to UH..... 5 points
CA + DD + 2FF to CV.....5 points
2xCW + FF to NCV.....4 points
CC = LB or LC or LM
CA = RN or DR CW = HR or TR
DD = LN or KN
FF = CR, CU, SC, or HN

LYRANS

CA or CC to DN..... 6 points
CA to CC..... 1 point
CA to STT.....5 points
CA to TGC.....4 points
CL to BC..... 6 points
CL to BCH .....7 points
BC to BCH ..... 2 points
DD to CW .....3 points
FF to DW.....3 points
TGP to TGC .....5 points
DD to SC..... 2 points
DW to DWS .....3 points
CW to CWS .....3 points
DD to PFT.....5 points
CW to PFW.....5 points
CA + CW + 2xFF to CV..... 5 points
2CW + FF to CVL .....4 points
CC can be converted into anything a CA can be converted to.

ANNEX (752.0) SPECIFIED CONSTRUCTION COSTS

16 = All Dreadnoughts
10 = Mobile base, FRD
8 = Battle pod for tug (Hydran +4 for fighters).
6 = Convoy, Lyran TGC, Klingon TGB, Kzinti TGT, PFT pods.
5 = All war cruisers
4 = Set of CVA pods (+24 for 12 fighter factors).
4 = All war destroyers
3 = All frigates (755.0), Romulan SN, Gorn DD.
2 = Set of CV pods (+12 for 6 fighter factors)
0.5 = Fast patrol ship.

NOTE: These costs supersede the costs calculated by (432.0).
No cost includes fighters/PFs.
See Annex (757.0) for precise definition of ship classes.

ANNEX (753.0) ECONOMICS CHART

	PROV	MIN	MAJ
FEDERATION (221 points)			
On Map	46	13	5
Off Map	3	0	0
Capital	0	8	7
KLINGONS (142 Points)			
On Map	26	7	4
Off Map	0	0	0
Capital	0	8	5
ROMULANS (113 points)			
On Map	31	4	1
Off Map	0	0	0
Capital	0	8	2
KZINTIS (93 Points)			
On Map	12	5	1
Off Map	3	2	1
Capital	0	4	4
GORNS (87 points)			
On Map	18	5	0
Off map	3	2	0
Capital	0	3	3
THOLIANS (22 points)			
On Map	1	0	0
Off Map	0	0	0
Capital	0	0	1
HYDRANS (74 Points)			
On Map	11	2	1
Off Map	2	1	2
Capital	0	3	3
LYRANS (115 Points)			
On Map	16	3	3
Off Map	4	2	2
Capital	0	5	4
ISC (151 points)			
On Map	22	3	2
Off Map	8	2	1
Capital	0	7	8

ANNEX (754.0) COMMAND RATINGS

General ship designations (e.g. CA) are superseded by specific ship designations (e.g. Lyran CA).

10 = DREADNOUGHTS, HEAVY BATTLECRUISERS
DN, CVA, SCS, Starbase
Klingon B10, C8, C8V, C7;
Hydran Pal, ID, OV; Gorn BCH;
Lyran BC, BCH; Kzinti BCH;
Federation BC, DN, DN+, DNG, CVA, CVN;
Romulan CON, CNV, KC9

9 = COMMAND CRUISERS
CC; Lyran CA, CV; Klingon D7C, DV;
Romulan KRC, SUP, SUB, KE, NH
BATS; Hydran LB, LC, LM
Fed CVB, CVS; Kzinti CV.

8 = HEAVY CRUISERS
CA, CS, BC, Tug, TG; Lyran TGC;
Rom WE, FH, SPB, KR, K7R, SE;
Gorn BC, Kzinti BC, CVL, TGC; Tholian CA;
Hydran RN, DG, CV; Fed CVL;
Klingon D6, D7, D6D, D6P, D6V, DVS, TGA;
Maulers: STT, KRM, D6M, Falcon

7 = WAR CRUISER LEADERS: See (303.5).

6 = LIGHT CRUISERS, WAR CRUISERS
CW, CL, CVL, MB, PFT;
Lyran TGP, PFW, CWS; Orion CR, CVL, BR;
Klingon D5, D5V, D5P, D5S, TGB;
Gorn HD, HV, HDP, HDS, CV; Romulan KRT;
Kzinti CM, CMV, CVE, TGT, MPFT;
Federation NCL, NVL, NVS, NCD, NSC;
Romulan SP, WH, SKB, BH, SPF, SPE, SPC, SPH;
Hydran HR, TR, UH, NCV, NSC, NPF; Tholian BW

5 = DESTROYER LEADERS, WAR DESTROYERS
DW, DDL; Hydran CR; Romulan SK, SKF, K5L.
Klingon F5L, FV; Gorn BD, BDS; Orion DW;
Lyran PFT, DW, DWS; Fed DD, SC, FV;

4 = DESTROYERS, SCOUTS
DD, SC; Hydran LN, KN; Rom K5; Klingon F5, F5S;
Kzinti SF.

3 = FRIGATES
FF, Klingon E4, Kzinti DF; Hydran CU, HN; Orion LR;
Romulan SN, SNB, FE, K4;
Tholian PC, CPC; Fed FFS;
PF/Ftr Battle Forces (303.7).

0 = OTHER
Convoy, FRD

Abbreviations are those on counters.

Note that some older copies of the Fleet Control Charts have incorrect data. This chart is correct.

Battle pods add 2 to the Tug's rating.

Carrier pods add 1 to the Tug's rating.

ANNEX (755.0) SHIP CLASS CHART

BATTLESHIP: Klingon B10

DREADNOUGHTS: Federation DN, DN+, DNG; Klingon C8, Romulan CON, Romulan KC9, Kzinti DN, Gorn DN, Hydran PAL, Lyran DN.

HEAVY BATTLECRUISERS: Federation BC, Klingon C7, Kzinti BCH, Hydran OV; Lyran BCH; Tholian DN, Gorn BCH.

COMMAND CRUISERS: Federation CC; Klingon D7C; Romulan NH, SUP, KRC, KE; Kzinti CC; Gorn CC; Hydran LC, LB, LM; Lyran CC, BC.

HEAVY CRUISERS: Federation CA; Klingon D7, D6, D6D; Romulan FH, KR, K7R, WE; Kzinti BC; Gorn BC; Tholian CA; Orion CA; Hydran RN, DG; Lyran CA.

LIGHT CRUISERS: Federation CL; Kzinti CL; Gorn CL; Orion CR; Lyran CL, Romulan BH.

WAR CRUISERS: Federation NCL, NCD; Klingon D5, Romulan SP, Kzinti CM, Gorn HD, Orion BR, Hydran HR, Hydran TR, Lyran CW.

CARRIERS: See Annex (757.0).

WAR DESTROYERS: Klingon F5L, Romulan SK, Gorn BD, Tholian DD, Hydran CR, Lyran DW, Orion DW.

DESTROYERS: Federation DD, Kzinti DD, Hydran LN, KN; Lyran DD.

SCOUTS: Federation SC, CVL, FFS, NSC; Klingon F5S, D5S, D6D; Romulan SPC, SE, K5S, SKF; Kzinti SF; Gorn SC, BDS, HDS; Tholian SC; Hydran SC, NSC; Lyran SC, DWS, CWS; all PFTs (except SCSs).

FRIGATES: Federation FF; Klingon F5, E4; Romulan SNA, SNB, K5, K4; Kzinti FF, DF; Gorn DD; Tholian PC; Orion LR; Hydran CU, HN.

MAULERS: Kling D6M; Lyr STT; Rom FAL, SPF, KRM.

DRONE SHIPS: Fed NCD, Klingon D6D, Kzinti DF.

PFTs: Klingon D6P, D5P; Romulan SPE; Kzinti PFT, MPFT; Gorn PFT, HDP; Tholian PFT; Hydran PFT, NPF; Lyran PFT, PFW.

TUGS: Federation TG; Klingon TGA, TGB; Romulan FE, SPH, KRT; Kzinti TGC, TGT; Gorn TG; Tholian CPC; Hydran TG; Lyran TGC, TGP.

See (757.2) for the equivalent hulls of carrier escorts and (758.0) for the equivalent hulls of scouts and PFTs.

ANNEX (756.0) NON-SHIP UNITS

The following units are not "ships" in the game definition of the term: convoys, fleet repair docks, planets, planetary defense units (defense battalions, regiments, groups, and brigades), repair ships, starbases, mobile bases, battle stations.

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ANNEX (757.0) CARRIER GROUPS

ANNEX (757.1) CARRIER GROUP BREAKDOWN

GROUP	CARRIER	ESC1	ESC2	ESC3
FEDERATION CARRIER GROUPS				
4CVA	CVA	ECL	DE	DE
4CVN	CVA	NAC	DE	FFE
3CVB	CVB	DE	FFE	
3CVS	CVS	DE	FFE	
3NVL	NVL	NEC	FFE	
3NVS	NVS	NAC	FFE	
2FV	FFV	FFE		
KLINGON CARRIER GROUPS				
4C8V	C8V	AD5	F5E	F5E
3DVS	D7V	AD5	F5E	
3DV	CVT	E4A	E4A	
3D6V	D6V	E4A	E4A	
3D5V	D5V	D5E	F5E	
2FV	F5V	E4A		
ROMULAN CARRIER GROUPS				
4CNV	CNV	SP	SKE	SKE
4SUB	SUB	SP	SKE	SKE
3SPB	SPB	SKE	SKE	
2SKB	SKB	SKE		
4WH	WH + WH	BHE	BHE	
KZINTI CARRIER GROUPS				
4CVA	CVA	MEC	MEC	EFF
3CV	CV	MEC	EFF	
3CVL	CVL	MEC	EFF	
2CVE	CVE	EFF		
3CMV	CMV	MEC	EFF	
GORN CARRIER GROUPS				
3CV	CV	CLE	DE	
3HV	HDV	HDE	BDE	
THOLIAN CARRIER GROUPS				
3CVA	CVA	PCE	PCE	
2BW	BW	PCE		
HYDRAN CARRIER GROUPS				
4ID	ID	DE	AH	AH
4CV	CV	DE	AH	AH
4UH	UH	DE	AH	AH
3NCV	NCV	NEC	AH	
LYRAN CARRIER GROUPS				
4CV	CV	CWE	FFE	FFE
3CVL	CVL	CWE	DWE	

ANNEX (757.3) GROUPS OTHER THAN CARRIER GROUPS

Romulan 3xFE Tholian 3xCPC

ANNEX (757.4) ESCORT CARRIER GROUPS

Federation FV Klingon FV Romulan SKB
Kzinti CVE Tholian BW

All races have limited carrier production, but most can produce one Escort Carrier in excess of the normal limits.

ANNEX (757.5) HYDRAN TRUE CARRIERS

ID Iron Duke CV Cavalier UH Uhlan NCV

ANNEX (757.6) SINGLE SHIP CARRIERS

Federation CVL Orion CVL Romulan SUP
Any Carrier Tug (exception: Klingon DV)
Many Hydran ships are "single ship hybrid carriers."

ANNEX (757.2) CARRIER & ESCORT FACTORS

SHIP	EQIV	UNCRIPPLED ATK	DEF	FTR	CRIPPLED ATK	DEF	FTR
FEDERATION CARRIERS & ESCORTS							
CVA	-	10	12	15	5	6	6
CVS	CA	7	8	6	3	4	3
CVB	CA	7	8	8	3	4	4
NVL	NCL	4	7	6	2	4	3
NVS	NCL	6	7	6	3	4	3
FFV	FF	3	5	3	1	3	1
DE	DD	5	6	-	2	3	-
ECL	CL	4	6	-	2	4	-
FFE	FF	4	5	-	2	3	-
NEC	NCL	4	7	-	2	4	-
NAC	NCL	5	7	-	2	4	-
KLINGON CARRIERS & ESCORTS							
C8V	C8	10	12	12	5	6	6
D7V	D7	7	8	6	3	4	3
D6V	D6	6	8	5	3	4	3
D5V	D5	6	7	6	3	4	3
CVT	TGA	7	8	6	3	4	3
F5V	F5	4	5	4	2	3	2
AD5	D5	6	7	-	3	4	-
D5E	D5	5	7	-	3	4	-
F5E	F5	4	5	-	2	3	-
E4A	E4	2	4	-	1	2	-
ROMULAN CARRIERS & ESCORTS							
CNV	CON	13	13	12	7	7	6
SUB	SUP	9	10	12	4	5	6
SPB	SP	6	7	8	3	4	4
SKB	SK	4	5	4	2	3	2
WH	BH	2.5	5	2.5	1	3	1
SP	SP	7	7	-	4	4	-
SKE	SK	5	5	-	3	3	-
BHE	BH	5	5	-	3	3	-
KZINTI CARRIERS & ESCORTS							
CVA	DN	11	12	12	5	6	6
CV	BCH	10	10	6	5	5	3
CVL	BC	8	8	4	4	4	2
CMV	CM	7	7	6	4	4	3
CVE	CL	6	6	3	3	3	1
MEC	CM	6	7	-	3	4	-
EFF	FF	2	4	-	1	2	-
GORN CARRIERS & ESCORTS							
CV	CL	8	8	6	4	4	3
HDV	HD	7	7	6	4	4	3
CLE	CL	8	8	-	4	4	-
DE	DD	5	5	-	3	3	-
HDE	HD	7	7	-	4	4	-
BDE	BD	6	6	-	3	3	-
THOLIAN CARRIERS & ESCORTS							
CVA	CA	4	8	12	2	4	6
BW	DD	4	4	4	2	2	2
PCE	PC	4	4	-	2	2	-
HYDRAN CARRIERS & ESCORTS							
ID	PAL	10	12	12	5	6	6
CV	CC	3	8	11	1	4	6
UH	DD	2	6	8	1	3	4
NCV	HR	3	7	6	1	4	3
NEC	HR	5	7	3	3	4	1
DE	DD	4	6	3	2	3	1
AH	HN	3	4	-	2	2	-
LYRAN CARRIERS & ESCORTS							
CV	CA	8	8	6	4	4	3
CVL	CW	4	7	6	2	4	3
CWE	CW	7	7	-	4	4	-
DWE	DW	6	6	-	3	3	-
FFE	FF	4	4	-	2	2	-

ANNEX (758.0) SHIP EQUIVALENTS

Allowed substitutions in the production schedule; (432.4).

WARSHIP	SCOUT	PFT
Fed DD	SC	–
Fed NCL	NSC	NPFT (502.65)
Klingon F5	F5S	–
Klingon D5	D5S	D5P
Klingon D6	D5S†	D6P
Romulan WE	SE	–
Romulan SP	SPC	SPE
Romulan SK	SKF	–
Romulan K5	K5S	–
Kzinti DD	–	PFT
Kzinti CM	–	MPFT
Kzinti FF	SF	–
Gorn DD	SC	PFT
Gorn BD	BDS	PFT†
Gorn HD	HDS	HDP
Gorn CL	HDS†	–
Thol PC	SC	PFT
Hydran FF	SC	–
Hydran DD	–	PFT†
Hydran CW	NSC	NPF
Lyran DW	DWS	–
Lyran CW	CWS	PFW
Lyran DD	SC	PFT

† These ships are not the exact equivalent, but the substitution is allowed until Total War becomes available.

ANNEX (759.0) CAPITAL SYSTEMS

FEDERATION
- EARTH: 1 major★, 1 major, 2 minor, 1 starbase
- VULCAN: 1 major, 1 minor
- RIGEL: 2 major, 3 minor, 1 starbase
- ANDORIA: 2 major, 2 minor, 1 starbase

KLINGON
- KLINSHAI: 1 major★, 1 major, 2 minor, 1 starbase
- KANGOR: 1 major, 2 minor, 1 starbase
- KADRAK: 1 major, 2 minor, 1 starbase
- KLARDON: 1 major, 2 minor

ROMULAN
- ROMULUS (4613): 1 major★, 1 minor, 1 starbase
- VESUVIUS (4613): 3 minor
- REMUS (4514): 1 major, 2 minor, 1 starbase
- TIBERIUS (4514): 2 minor

KZINTI
- KZINTAI: 1 major★, 1 minor, 1 starbase
- KEEVARSH: 1 major, 1 minor
- VIELSALM: 1 major, 2 minor
- VRONKETT: 1 major

GORN
- GHDAR I (4402): 1 major★, 1 minor, 1 starbase
- GHDAR II (4403): 1 major, 1 minor, 1 starbase
- GHDAR III (4503): 1 major, 1 minor, 1 starbase

THOLIAN
- THOLIA: 1 major†★, 1 starbase

HYDRAN
- HYDRAX: 1 major★, 1 minor, 1 starbase
- HYDRAMAX: 1 major, 1 minor
- ANTHRAXAN: 1 major, 1 minor

LYRAN
- LYRANTAN: 1 major★, 2 minor, 1 starbase
- VOLMARK: 1 major, 1 minor
- BOLMARK: 1 major
- FRAKMARK: 1 major, 2 minor

★ "Capital Planets" with shipyards. They have two defense brigades rather than only one.

† The Tholian capital has special rules; see (511.2).

ANNEX (760.0) INDEX OF ABBREVIATIONS FOR SHIP TYPES

These abbreviations are used throughout FEDERATION & EMPIRE to designate the specific ship classes.

GENERIC UNITS

These units are used by all races as needed.

BATS: Battle station. Correct factor is 12/6, not 18/9.
BDE: Defense brigade, four defense battalions.
BTN: Defense battalion.
GRP: Defense group, three defense battalions.
MAJ: Major planet defense system; defense brigade.
MIN: Minor planet defense system; defense regiment.
RGT: Defense regiment, two defense battalions.
SB: Starbase.

FEDERATION SHIPS

BC: Battlecruiser, either of the *Bismarck*-class or the similar *Kirov*-class. Built late in the War; same category as "heavy battlecruisers" built by other races.
CA: Heavy cruiser; *Constitution*-class. Arch-typical "starship" with best combination of Peacetime and Wartime capabilities.
CC: Command cruiser; *Lexington*-class. Modified heavy cruiser with increased weapons and more power.
CL: Light cruiser; *Texas*-class. An older sublight ship modified for warp drive. Large numbers were used by Star Fleet as cost-effective substitutes for starships.
CVA: Heavy carrier; *Napoleon*-class.
CVB: See CVS.
CVL: Light carrier; *Byrd*-class. These ships are galactic survey cruisers, which have scout sensors and large shuttle bays to support their mission of exploration. Wartime plans called for three of these ships to be quickly converted to CVLs; they function as scouts.
CVS: Strike carrier; *Nimitz*-class. Cruiser-sized carrier with 12 F-18 fighters. Those carriers modified for the slightly larger but definitely superior F-15 fighter are designated CVB.
CVN: A CVA with a more modern escort group.
DD: Destroyer; *Saladin*-class. Modified destroyer escorts are included in carrier groups.
DE: Destroyer escort; carrier escort version of DD.
DN: Dreadnought; *Federation*-class. The Federation was the first race to complete a DN, but it was an inferior design. Improved versions were the DN+ and DNG.
ECL: Carrier escort version of CL.
FF: Frigate; *Burke*-class.
FFE: Carrier escort version of FF.
FFS: Scout variant of FF.
FRD: Fleet repair dock.
FV: Carrier variant of FF.
MB: Mobile base.
NCD: Drone variant of NCL.
NCL: New light cruiser; *Kearsarge*-class. Classified as war cruiser. Originally a modified destroyer design.
NEC: Carrier escort version of NCL.
NAC: Improved carrier escort version of NCL.
NSC: Scout variant of NCL.
NVL: Carrier version of NCL.
NVS: More powerful carrier version of NCL.
SC: Scout; *Hermes*-class. Modified destroyer.
TG: Tug, *Ptolemy*-class. Used for all tug missions.

KLINGON SHIPS

AD5: Carrier escort version of D5.
B10: Battleship, largest ship ever completed.

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C8: Dreadnought. The C8 and C9 classes are very similar and are used interchangeably in the game.
C8V: CVA built on C8 hull. C8S is the SCS version.
C7: Heavy battlecruiser. Built late in the War.
D7: Battlecruiser; standard cruiser used by Klingons.
D7C: Command cruiser.
D6: Battlecruiser; less powerful predecessor of the D7.
D6D: Modified D6 used for drone fire support .
D6M: Mauler cruiser built on modified D6 hull.
D6P: PFT variant of D6.
D5: War cruiser.
D5E: Carrier escort variant of D5.
D5S: Scout variant of D5.
D5P: PFT variant of D5.
D5V: Carrier variant of D5.
D6V: Carrier variant of D6.
D7V: Carrier variant of D7.
DV: Carrier group with CVT and two E4s.
DVS: Carrier group including D7V, AD5, and F5E.
E4: Escort, smallest ship used independently.
E4A: Carrier escort variant of E4.
F5: Frigate; one of the most common Klingon ship classes.
F5E: Carrier escort variant of F5.
F5L: Frigate leader; often called a destroyer.
F5S: Scout, variant of F5 frigate.
F5Q: Squadron of 1 F5L and 2F5; used on OB tables only.
FRD: Fleet repair dock.
FV: A light carrier variant built on a frigate hull; F5V in SFB.
MB: Mobile base.
TGA: Fleet tug, used for battle-tug and carrier-tug duties. Has weapons similar to battlecruiser.
TGB: Transport tug, used primarily for non-combat purposes but can be used for combat missions.

ROMULAN SHIPS

BH: Battle Hawk light cruiser; old series.
BHE: Carrier escort variant of BH.
CNV: California Condor heavy carrier; variant of Condor.
CON: Condor dreadnought; new series.
FAL: Falcon mauler cruiser; old series.
FE: Freight Eagle; old series. Tug version of War Eagle.
FH: FireHawk heavy cruiser; heavy-hawk series.
FRD: Fleet repair dock.
KC9: Conversion of Klingon C9 dreadnought.
KE: King Eagle; old series. Upgrade of War Eagle.
KR: Conversion of Klingon D6 battlecruiser.
KRC: Conversion of Klingon D7C command cruiser.
KRM: Mauler version of KR; Klingon D6M was a converted KRM.
KRT: Conversion of Klingon tug.
K4: Conversion of Klingon E4 escort.
K5: Conversion of Klingon F5 frigate.
K5L: Conversion of Klingon F5L frigate leader.
K5Q: Squadron of 1K5L and 2K5; used on OB tables only.
K5S: Conversion of Klingon F5S scout.
K7R: Conversion of Klingon D7 battlecruiser
MB: Mobile base.
NH: NovaHawk command cruiser; heavy-hawk series.
PH: Phoenix, SCS version of Condor-V.
SE: Scout Eagle; old series. Scout version of War Eagle.
SK: SkyHawk war destroyer; new series.
SKB: SkyHawk-B light carrier; variant of modular SK.
SKE: SkyHawk-E carrier escort.
SKF: SkyHawk-F scout; variant of modular SK.
SN: Snipe-A frigate; old series.
SNB: Snipe-B frigate; old series; upgraded version of Snipe-A.
SP: SparrowHawk war cruiser. Standard light cruiser variant, is designated SparrowHawk-A by Federation.
SPB: SparrowHawk-B strike carrier; variant of SP.
SPC: SparrowHawk-C scout cruiser; variant of SP.
SPE: SparrowHawk-E PF tender; variant of SP.
SPF: SparrowHawk-F mauler cruiser; variant of SP.
SPH: SparrowHawk-H cargo transport; variant of SP.
SUB: SuperHawk-B heavy carrier; heavy-hawk series.
SUP: SuperHawk command cruiser/carrier; heavy-hawk.
WE: War Eagle; old series. Cruiser, warp-powered version of sublight Warbird class.
WH: War Hawk; old series. Light carrier.

KZINTI SHIPS

The Kzinti ships were originally designed and optimized for fighting the interminable civil wars between the Kzinti nobles, but were upgraded to fight the Klingons and Lyrans. One of the steps taken was to emphasize the carrier as the primary instrument of combat. Most of the combat classes had a very similar carrier variant (DN-CVA, BCH-CV, BC-CVL, CL-CVE).
BC: Battlecruiser. Most were rebuilt strike cruisers, a less powerful design used before the War and not included in F&E.
BCH: Heavy battlecruiser; built in late War period on hull similar to CV.
CC: Command cruiser.
CL: Light cruiser.
CM: Medium cruiser; Kzinti war cruiser.
CMV: Carrier variant of CM.
CV: Carrier or strike carrier, BCH-sized hull.
CVA: Heavier carrier; dreadnought-sized hull.
CVE: Escort carrier; smaller than light carrier, CL hull.
CVL: Light carrier. Variant of BC.
DF: Drone frigate; used for long-range bombardment.
DD: Destroyer.
DN: Dreadnought.
EFF: Carrier escort variant of FF.
FF: Frigate.
FRD: Fleet repair dock.
MB: Mobile base.
MEC: Escort Variant of CM.
MPF: PFT variant of CM.
PFT: Tender for PF fast patrol ships; converted from destroyer or medium cruiser hull.
SCS: Space Control Ship; variant of CVA with PFs.
SF: Scout frigate, same ship as SC.
TGC: Combat Tug.
TGT: Transport (non-combat) Tug.

GORN SHIPS

The Gorn Fleet was distinguished as having a small number of superb ships. Class for class, the Gorns were more powerful than the ships of most other fleets.
BC: Battlecruiser. Originally built as a CA (heavy cruiser) and modified to increase their firepower.
BCH: Heavy battle cruiser, larger version of BC.
BD: Battle destroyer. Classed as a war destroyer.
BDE: Carrier escort version of BD.
BDS: Scout variant of BD.
CC: Command cruiser. Unlike other command cruisers, which have significant increases in firepower and energy, this is a standard BC with increased communications facilities.
CL: Light cruiser. Like the BC, the combat power of this class was substantially increased just before the War.
CLE: Carrier escort variant of CL.
CV: Carrier version of CL.
DD: Destroyer. Smaller than other destroyers and more correctly termed a frigate.
DE: Destroyer escort; carrier escort variant of DD.
DN: Dreadnought.
FRD: Fleet repair dock.
HD: Heavy destroyer, classed as a war cruiser.

HDE: Carrier escort version of HD.
HDP: PFT variant of HD.
HDS: Scout version of HD.
HV: Carrier version of HD.
MB: Mobile base.
PFT: Modified destroyer used as tender for PF ships.
SC: Scout. Destroyer modified for electronic warfare.
TG: Tug.

THOLIAN SHIPS

These Tholian ships are all variants of the basic patrol cruiser or combinations of two or three PC hulls.
BW: Black Widow light carrier.
CA: Heavy cruiser.
CPC: Cargo version of patrol cruiser.
CVA: Heavy carrier variant of the heavy cruiser.
DD: Destroyer; greatly improved version of PC.
DN: Dreadnought.
MB: Mobile base.
PC: Patrol cruiser; frigate-class: most common Tholian ship.
PCE: Carrier escort variant of PC.
PFT: Variant of PC used as a PF tender.
SC: Scout variant of PC.

ORION PIRATE SHIPS

While Pirate ships generally correspond to the classes of fleets, they were optimized for low-visibility and raiding.
BR: Battle raider; considered a war cruiser.
CA: Heavy cruiser.
CR: Raider cruiser; essentially a light cruiser.
CVL: Light carrier.
DW: War Destroyer.
LR: Light raider, essentially a frigate.
PFT: variant of CVL.

HYDRAN SHIPS

The Hydran fleet is distinguished by its technology. Some ships are armed with short-ranged fusion beams, others with long-range hellbore cannons. Virtually every class (cruiser, destroyer) includes two variants, one with each type of weapon. Most Hydran ships of destroyer-size or larger carry fighters, although only the true carriers (Uhlan, Iron Duke, and Cavalier) carry more than a few. Hydran ships are designated by the code-names assigned by the Federation.
AH: Carrier escort version of HN.
CR: Crusader, a frigate-leader with both weapons.
CU: Cuirassier, a frigate with hellbore cannons.
CV: Cavalier, carrier based on Ranger hull.
DE: Destroyer Escort, variant of Lancer.
DG: Dragoon, heavy cruiser with hellbore cannons.
FRD: Fleet repair dock.
HN: Hunter, a frigate with fusion beams.
HR: Horseman, war cruiser with fusion beams.
ID: Iron Duke, heavy carrier built on Paladin hull.
KN: Knight, a destroyer with hellbore cannons.
LB: Lord Bishop, a CC with both hellbores and fusion beams, but more of the former and fewer fighters.
LC: Lord Commander, early CC with only fusion beams; most were converted to LB or LM, but one LC served as flagship of the Old Colonies squadron.
LM: Lord Marshal, a CC with both hellbores and fusion beams, but more of the latter and more fighters.
LN: Lancer, a destroyer with fusion beams.
MB: Mobile base.
NSC: Scout version of Horseman.
NEC: Escort version of Horseman.
NCV: Carrier variant of Horseman, Trooper class.
NPF: PFT version of Horseman.
OV: Overlord, heavy battlecruiser, with both weapons.
PAL: Paladin, the dreadnought class, with both weapons.
PFT: Pegasus, tender for fast patrol ships.
RN: Ranger, the standard CA, with fusion beams.
SC: Scout, built on frigate hull, scout capability.
TG: Tug, code-name Caravan.
TR: Traveler, war cruiser with hellbore cannons.
UH: Uhlan, carrier built on destroyer hull.

LYRAN SHIPS

The Lyrans originally designed all of the ships in a catamaran (two parallel hulls side-by-side) design, but later modified the design (and many existing ships) into three-hull designs for increased firepower and efficient production. Lyran ships have Federation code-names, but are generally known by their general class designator.
BC: Battlecruiser, Wildcat-class, three-hull variant of Panther CL.
BCH: Hellcat-class. Larger version of BC.
CA: Heavy cruiser, Tiger-Class.
CC: Command cruiser, Bengal Tiger-class, variant of Tiger CA.
CL: Light cruiser, Panther-class.
CV: Fleet carrier, Siberian Tiger-class, variant of CA.
CVL: Light carrier, Yaguarundi-class, variant of CW. While called a "light" carrier, it has the same fighter group as a standard carrier.
CW: War cruiser, Jaguar-class, three-hull variant of Leopard DD.
CWS: Scout version of CW.
CWE: Carrier escort version of CW.
DD: Destroyer, Leopard-class.
DN: Dreadnought, Lion-class, three-hull variant of Tiger CA.
DW: War destroyer, Alleycat-class, three-hull variant of FF.
DWE: Carrier escort variant of DW.
DWS: Scout variant of DW.
FF: Frigate, Cheetah-class.
FFE: Carrier escort variant of FF.
FRD: Fleet repair dock.
MB: Mobile base.
PFT: Variant of Leopard-DD, tender for PFs.
PFW: Variant of CW, tender for PFs.
SC: Scout, variant of Leopard DD.
STT: Mauler cruiser, Saber-Tooth Tiger-class, variant of CA.
TGC: Fleet Tug, Cougar-class, similar weapons to Tiger CA.
TGP: Transport Tug, Puma-class, normally used for non-combat functions. Similar to Cougar-class, but has fewer weapons to save construction time.

OTHER ABBREVIATIONS

ADB: Amarillo Design Bureau, designers of SFB and F&E.
CEDS: Carrier Escort Damage System, (308.1).
EP: Economic Point.
F&E: Federation And Empire; this game.
F&E–86: Original 1986 edition of F&E.
F&E–89: Deluxe 1989 edition of F&E.
DF&E: Deluxe Federation And Empire, the new edition of F&E which includes this rulebook; F&E–89.
SIDS: Starbase Incremental Damage Step, (308.8).
SFB: Star Fleet Battles; tactical game on similar subject.
SMN: Strategic Movement Node.
TFG: Task Force Games; publishers of SFB and F&E.

NOTE: These abbreviations are generally shorter than those used for the same ships in STAR FLEET BATTLES. For example, Gorn HDD is HD here.

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(800.0) NOTES; OTHER DATA

(801.0) THE INITIAL DECISIONS

The first decision made was that F&E would be based on the individual ship as the lowest tactical element (i.e. one ship per counter). This added tremendous flavor and diversity to the game, but complicated design and production. Surely, a game with generic strength points held in fleet counters would have been simpler to design and play, but just as surely no one would have bothered.

The second decision, and one that was equally as important as the first, was to keep record-keeping to the absolute minimum. This required double-sided counters, but eliminated many records dealing with ships. Supplies of ammunition, fighters, etc. were also reduced to a simplified "you have it or you don't" system and abstracted into the economics. As simple as the game system is, playing a major scenario can be an all-day affair. With extensive record-keeping, it would become almost impossible.

Several things were done to reduce player workload. The hexes are larger than normal size to allow stacks of counters to be moved more easily. The Reserve and Fleet markers, and the crippled side of the counters, are visually distinctive. The map symbols are color-coded for the same purpose.

The combat system changed radically early in the design process. The original system involved a much more complicated "battle board" with various Reserve areas, echelons, left-wing/center/right-wing deployments, and so forth. It was an excellent system and worked very well, but it took over an hour to resolve each battle. Felix Hack and I got the system to work, and then scrapped it and started over. How could anyone play a game that generated 6-20 battles per turn if the combat system required an hour per battle?

Seeking a simpler solution, I developed the SIDCORS (SIngle Die COmbat Resolution System) concept. The idea was to resolve any battle, no matter how small or large, with one die roll. About five minutes of playtesting showed that it wasn't that simple (my opponent declined to retreat), but it is a clean system that very accurately reflects the relationships between the various ship classes.

Another problem was economics. Planets had to be important, but not the only thing that produced wealth. Back in Nexus magazine, I had proposed a variant for the game FEDERATION SPACE in which the player counted the total number of hexes under his control and assigned each hex some minor value. That was the right approach, but the wrong method. Grouping hexes into provinces made the counting easier and provided intermediate tactical objectives that made the game more interesting. Capitals were designated as having several planets to increase their economic worth and provide an ultimate goal. It's very hard to stay in the War when the enemy holds your capital.

The Order of Battle presented different challenges. While a "Campaign Order of Battle" existed in the Commander's edition of STAR FLEET BATTLES, this is non-historical. The OB shown in DF&E is complete, historical, and definitive. It can (and should) be used to replace (U3.2) in Commander's SFB.

One of the challenges (besides figuring out how all of the fleets reached their correct first-battle strength) was in the "Entry" dates of each ship class. As listed in SFB, this is the date that significant numbers of that type were in service. A few individual ships were in service before that date, and this is reflected here.

(802.0) THE HARD DECISIONS, AND WHY WE MADE THEM

Many of the decisions we made were difficult and will prove unpopular with a small fraction of the players. This section explains why these decisions were made.

SIMPLIFIED ECONOMICS: We made several compromises here. This was not done to make the designer's job easier; indeed it became more difficult. The point is that F&E is a long game, and playing the Grand Campaign is already enough to fill an entire weekend or more. Anything that could be done to reduce the record-keeping overhead and keep the players actually playing was done.

The cost of maintaining the fleet already built is factored into the overall economic system. This saves a great deal of playing time, as any such system would require each player to make a complete inventory of his fleet every turn, and then use a formula to calculate how many supplies these ships were consuming. A race with hordes of ships but little territory will be warping the system slightly, but as these races invariably have off-map territories the distortion is insignificant.

The cost of going to war is effectively ignored. The Lyrans, Kzintis, and Klingons are already at war. The other races come in later. Their cost of switching to Wartime operations is reflected in that they do not accumulate Economic Points in Peacetime.

NO INDIVIDUAL SHIP ID NUMBERS ON THE COUNTERS: There were several reasons for this. First, it added another number to already crowded counters. Secondly, it would make sets of extra counters difficult to add to the game. Thirdly, it would have added a lot of work on an overpressed art department, and the game would inevitably have suffered because of it. Moreover, only a very small fraction of the players wanted such identification (for their very detailed self-designed campaign systems), and it was determined that any group capable of such a project could handle such a small detail as this.

OFF-MAP AREAS: These inviolable sanctuaries are the only thing that keep the Kzintis and Hydrans from being reduced to a historical footnote. While they obviously needed to be included to represent areas outside the playing field, should they have been safe from the enemy? The decision was yes, because these areas are far enough from the border that the enemy has never seen them. An enemy does not know if he is pursuing a retreating enemy or if he has just passed a starbase that is about to cut his supply lines. Perhaps a future expansion will provide rules to cover the risky business of exploring an unknown but heavily armed territory.

NOT ENOUGH COUNTERS: One of the strangest statements ever made is this one: "It was hard to do F&E with ONLY 14 countersheets." This is, however, completely true. Many decisions were made because of a lack of counters. Bases had to be printed on the map and recorded on paper instead of represented as counters. That saved two counter sheets and proved in playtesting to work surprisingly well. Fighters and PFs were abstracted into simple factors because we could not provide counters, although the result worked better than the original counter-based system. Several other decisions are noted below.

The Deluxe Edition of F&E has more counters than the original, but this was accomplished by the economy of using multiple copies of a single set of sheets. This produced some quirks noted in the OB, such as the Romulan

K9R and BH and the Hydran LC. Even so, these countersheets are decidedly superior to the old ones.

NO RETROGRADE FOR DEFENDERS: This decision was made to portray the inherent advantages of the attack. The Defender has to react to the attacker's initiative. The Reserve rule is compensation for this.

IGNORING THE REFITS: In STAR FLEET BATTLES, a "refit" is a series of improvements made to a ship design several years after it is first produced. A basic decision was made to ignore the unrefitted ships (and the early-generation of fighters). The primary reason was because of a lack of counters. Refits would have required two counters for virtually every ship, with the lower-strength unrefitted one used only for the first few turns. This compromise was accepted because the near-simultaneous nature of the refits meant that the balance of power would remain intact. Playing the first three turns with ships that had factors 1 point lower seemed a meaningless extravagance. In a later expansion, we plan to present the factors (but probably not the counters) for this period.

CARRIER GROUPS: The decision to group the escorts with the carrier was originally made to save counters, but proved in practice to work very well indeed. The monolithic carrier group counters function in the game as they would in space.

The group functions as a whole. A carrier without its escorts cannot survive in combat; escorts without a carrier have no offensive punch. Because of their interlocking defense, carrier groups are very difficult to cripple or destroy, as is reflected by their larger factors. The escorts can be picked off with difficulty, as is reflected by a special rule. Carrier escorts are special-purpose ships that are never deployed anywhere else. This is reflected in that carrier groups cannot be broken down into single ships.

EASY ESCAPES: It is virtually impossible to force someone to fight a decisive battle. After a single Combat Round (against the third-largest ship and six frigates), the enemy simply leaves. This is very realistic. Space is vast, and unlike oceans, there are no coastlines against which a fleet can be trapped as Nelson trapped the French at Trafalgar. To force the enemy to fight, you must threaten terrain that he cannot afford to lose.

NO MINESWEEPERS: Mines can be tactically important in SFB, but their strategic value is limited. The proposed rules gave a chance of mine damage when entering certain areas, but eliminated that chance if a minesweeper accompanied the moving force. In practice, minesweepers always accompanied forces entering mined areas, so the net result was zero. Eliminating minesweepers gave every race another 4-10 counters.

BUILDING REPAIR CAPACITY — David Zimdars

Players with excess funds should upgrade conveniently located battle stations to starbases and (if there is still more money) build extra FRDs to increase their repair capacity. This is another reason to reinforce your capital; after a strong raid your ships can be repaired before the next Combat Phase comes around. FRDs are vulnerable to Directed Damage during a raid on the capital, but invaluable on the strategic offensive.

(803.0) THE DETAILS

As the design proceeded, many details were added. Here the designer is thankful for suggestions (although not actual rules) from a multitude of sources for their approach to certain problems. Alan Kerr suggested the "levels of war" approach for the Free Campaign. Frank Crull insisted on a mandatory approach battle when attacking bases. David Crump suggested the Extra Ship Record form and deficit spending. Eric Nussberger suggested handling the PFs as tiny 2-factor ships rather than as simply "PF factors." Alan Gopin provided considerable input on means of defining victory conditions and suggested the "ending" procedures in (605.0). Dozens of other SFB players over the last four years have added their suggestions and comments, all of which became a part of the design process. This game has literally hundreds of contributors.

Whoever first invented Battle Intensity and Fleet Markers deserves a vote of thanks from many designers.

As with the SFB games, thanks go to the Committee and developers who devote most of their free time to the unpaid duty of checking the manuscripts for errors, playtesting the rules, and suggesting improvements. Few people would dedicate half a decade of their lives to maintaining order in a chaotic game system simply because they love the game.

Special thanks for the original go to David Crump. While then serving as the Task Force Games sales manager, David is an accomplished game developer who has guided the designers of the STARFIRE and HISTORY OF THE SECOND WORLD WAR game series. It was David who put in the long hours with me, sitting over a game table with a hand-made copy of F&E-86, pushing the prototype rules until they broke down and then finding solutions. His professionalism outweighed his enthusiasm and aggressive spirit. Time and again he would call off a devastating attack to allow changes in the rules or repositioning of the defense; "perfect playtesting." The game would not have been playable without his help; it is sad that he has moved to the retail side of the game industry and we won't be able to work together in future.

The Deluxe Edition would not have been possible without the tireless dedication of Owen Riley (who spent two years developing and testing new rules) and the professionalism of Steven Petrick, who spent two weeks of 14-hour days working directly with me to produce the final manuscript. I look forward to more projects with them both.

(804.0) THE FACTORS ON THE COUNTERS

Great pains were taken by the designer and developers to balance the combat factors on the various ship classes. The decisions finally made are not always obvious or perfect, but are confirmed and will not be changed. Players of SFB will doubtless argue endlessly about some of them. Be advised of three things.

First, the Basic Point Value ratings assigned to ships in SFB cannot and should not be used as an absolute mathematical basis for calculating F&E combat factors. BPV accounts for many things, some of which are reflected in this game by different means than mere combat factors. Second (and part of the first point), cloaking devices are accounted for separately, which makes any BPV-based comparison of cloaked ships impossible.

Third, and most important, the attempt in F&E was to assign factors on a linear basis. One could argue, that the Klingon D6 and D7 are not 12% different in combat power, but the two additional phasers on the D7 make it some-

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what more powerful. One could argue that the Lyran DW is clearly superior to the CL, which has an identical rating of 6. Even so, both ships are clearly superior to the DD (rated 5) and clearly inferior to the CW (rated 7).

The point to this discussion is that someone had to make the hard decisions about the counters. The decisions have been made and the counters printed. There is no intention to allow the factors on those counters to become a subject of constant debate and adjustments (as the BPV values in SFB have become).

It should be noted that several changes were made in the original F&E counters in creating DF&E. These should be the last changes in the counters now in print. Once we knew that some changes were unavoidable, we were careful to make every change that was necessary.

(805.0) WHAT TO DO IF THE COUNTERS RUN OUT

There could come a point in your campaign when there are not enough counters available to represent the forces in play or for breakdowns. This does not mean that you are playing the game incorrectly, nor does it mean that the game was poorly designed. The designer, developers, and publisher made considerable efforts to insure that there were enough counters, but different styles of play or production philosophies could out-run the counter supply.

Several solutions have been provided. In most cases, the shortage will exist only from the end of the Production Phase to somewhere during the Combat Phase.

First, you can look for substitute counters, ships with the same combat factors (e.g. Kzinti DD and CL). You can temporarily borrow counters from other races not in play (Klingon D7 = Romulan KR). The Romulans are particularly hard pressed because about half of their counters cannot be re-used if destroyed. The obvious solution is to allow KR/early ships to be built; see (431.62).

A certain amount of judicious fleet organization, and some good-natured fudging, can solve many problems. Deploy two similar classes in two different theaters. For example, if the Federation puts their CLs on the Romulan border and their DDs on the Klingon border, breakdown counters will be more easily found and squadrons more easily used This also mimics reality in that fleets tend to group similar ships together to simplify supply and maintenance.

Additional counters (except for Reserve Markers, Convoys, and Repair Ships) can be made by obtaining blank counters from your hobby store.

The "x2" and "x3" markers can be used to indicate that there are two or three times as many ships present as counters. The "Ship-1" through "Ship-18" counters can be used (with written records) to represent additional units.

The EXTRA SHIPS RECORD is provided in the Player Folio. Simply mark the name of a fleet (or a "ship" counter) in the first column, indicate the ship types in the boxes, and record extra ships in the columns provided. Some players find this system awkward, while others have found it superior and use it exclusively, using counters only to represent ships not on the chart or not in fleet counters. This is a matter of personal taste.

A final alternative is to obtain extra counters. These are readily available in the product Deluxe Fleet Pack, which includes a set of A–B–C–D counters and a replacement supply of Player Folios.

The "best" system for you is a matter of personal taste; use whatever system you are most comfortable with.

(806.0) THE FUTURE OF F&E

During the preparation of this game, several expansions were anticipated and provided for. The first of these, DELUXE FLEET PACK, is available now. It includes extra countersheets, plus more Player Folios.

Another expansion, FOLIO PACK, provides a source for Player Folios for less than the cost of photocopying.

Another product, DELUXE CONVERSION KIT, is provided for players who bought the original 1986 edition of F&E. This includes the new rulebook, a set of counters, and copies of the Player Folio.

The first major expansion, TOTAL WAR, will include the various specialty classes that could not be included in F&E due to a lack of counters. These include Andromedans, auxiliary carriers, light tactical transports, minor races, monitors, monsters (which is why the map has an unexplained "scatter diagram" in the Gorn, ISC Neutral Zone), Neo-Tholians, space control ships, survey cruisers, tug pod counters (carrier, battle), X-ships, etc.

The next expansions will cover the Andromedan Invasion, the ISC Conquest, and the X-ship Trade Wars. (Which is why we have printed the post-War borders on the map. See, there IS a method to our madness!) A release schedule for these products has not been set.

The rulebook has been formatted and hole punched to allow future expansions to be integrated.

(807.0) F&E 1989 EDITION

The 1989 edition of F&E includes all errata (i.e. rules changes) to date and has been extensively clarified, updated and, to some extent, modified. Numerous minor changes were made, far too many to detail here, but some of the more significant improvements include:

- Carrier costs now accurately reflect the cost of their fighters. The combat factors of most carrier groups were recalculated, and a uniform conversion cost system was used to determine their production cost. (Credit to Owen Riley)
- Capital defenses now reflect the "can't shoot to Mars" syndrome.
- The Order of Battle was adjusted to produce the proper game balance, and many new variant ships were added to provide more conversions.
- The cost of drone bombardment was reduced, and the number of units able to use them was increased.
- A new Starbase damage system was included (credit to Eric Nussberger).
- Several new advanced rules were added (Command Points, formations, scouts, expeditionary fleets, attacking "support" ships).
- The entire PDU system was overhauled from top to bottom and simplified. Counters were provided.
- The PF deployment system was cleaned up.
- Orions were given victory conditions.
- Several minor glitches in the combat routine (such as requiring crippled DNs to serve as flagships) were eliminated.
- An Index and Table of Contents, left out of the original F&E for lack of room, were provided.
- A section on game balance was added (653.0).
- A Player Folio was created to consolidate the charts.

Deluxe F&E has been extensively tested and is virtually error free. Any necessary changes or corrections will be in Captain's Log and/or future expansions.

(808.0) CAPTAIN'S LOG

An important factor of your enjoyment of the game FEDERATION AND EMPIRE (as well as the SFB gaming system) is Captain's Log, produced by Task Force Games. This product includes a FEDERATION AND EMPIRE section providing scenarios, questions and answers, tactics, etc. Check your local store for Captain's Log.

(809.0) LINK TO STAR FLEET BATTLES

FEDERATION AND EMPIRE should not be considered as a campaign system for STAR FLEET BATTLES. Rather, SFB is an alternate combat system for F&E.

This game replaces the campaign orders of battle contained in Commander's SFB and establishes a framework for a STAR FLEET UNIVERSE campaign system. Players can select one or more battles from each turn to play out with STAR FLEET BATTLES. Each round of combat is equivalent to a scenario in SFB.

The SFB rules abound with instructions on what a typical ship carries. Non-crippling damage is assumed to be repaired; crippling damage (under the SFB rules) results in an crippled F&E counter. Actual records can be kept, or you can assume that a crippled ship (when going from F&E to SFB) has lost half of its power and weapons (half the warp, half the impulse, half the ph-3s, etc.).

Players with their own more elaborate campaign systems should adapt the map, order of battle, and economic rules into their campaign.

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(812.0) BACKGROUND ON THE RACES

THE UNITED FEDERATION OF PLANETS

The United Federation of Planets is composed of several races (Human, Vulcan, Orion, Andorian, Rigelian, Alpha-Centauran, Cygnan, etc.) which hold seats on the ruling council. The Federation is dominated by the Humans, including those of Earth parentage who were born on other planets. Humans provide more than 70% of Star Fleet (the military arm) personnel and dominate every phase of its operations.

The Federation is probably the most idealistic of all the empires. Federation ships never attack without warning, and while the Federation has fought wars with all of its neighbors, it has never started one.

Economically, however, the Federation is the most aggressive race in the game. Federation merchant ships are found almost everywhere during Peacetime, and the "Neutral Zones" between the Federation and its neighbors abound with Federation colonies set up within the strict letter of the relevant treaties.

THE KLINGON EMPIRE

The Klingons are generally regarded as the most militaristic, aggressive, and evil of the races, a reputation they do not deserve. The Klingon Empire is economically inferior to the Federation and, unlike the Federation, has no open frontiers on which new territory can be found without conflict. The Klingons can never compete with the Federation economically and feel compelled to maintain a powerful fleet to avoid being dominated. This requires running their economy on a continuous Wartime basis, reducing their entire population to rather spartan living conditions.

The Klingon Empire arose on the ruins of a previous one (known only as "The Old Kings") of which the Klingons had been a subject race. The Old Kings used Klingons primarily in their starship crews without, apparently, civilizing them. When the Kings disappeared (supposedly in fear of a gigantic black hole in the galactic core), the Klingons quickly picked up the pieces. The Klingon ships are organized as the Deep Space Fleet (DSF).

THE ROMULAN STAR EMPIRE

The Romulans are the most aggressive of the several empires. The Romulans honestly believe that they are destined to rule the galaxy and are constantly working toward this end.

Romulan ships, and their military aspirations, can be divided into three groups. The first generation are the old Warbird, War Eagle, Snipe, and War Hawk types, all of which were originally sublight designs. These were the only ships the Romulan fleet had until the Klingon Treaty of Y159. During this period of time, the Romulans were regarded only as a persistent and vicious nuisance. The Klingons began supplying ships and technology in Y159, allowing them to refit many older ships (War Eagle, Battle Hawk, Snipe, etc.). The Klingons also sold the Romulans many ships which were refitted with Romulan technology as KRs, K7Rs, K5Rs, etc. With the new technology, the Romulans began production of a new generation of excellent designs (Condor, FireHawk, SparrowHawk, SkyHawk, and their variants) and became a major military power and a significant threat to peace.

THE KZINTI HEGEMONY

Kzintis are large (over two meters tall, over 150 kilograms) felines. Their fleet is aggressive and highly professional.

The Kzintis signed a treaty with the Federation after several bloody wars against them. This was at the suggestion of the Federation in an attempt to balance the Kzintis against the Klingons. This event led to a significant improvement in Kzinti ships.

THE GORN CONFEDERATION

Gorns are reptilian-humanoids with a high degree of intelligence and personal bravery. They are physically as large as (or larger than) Kzintis. The Gorn Confederation first met the Federation in War, but this was quickly settled when it became apparent that it had been a misunderstanding. Later, it was found that the Gorns were constantly having armed disagreements with the Romulans concerning their common border, and an alliance with the Federation was formed. The Federation-Gorn Alliance seems to be the only one that is based on mutual trust, respect, and a common desire to end all military aggression (allowing for subsequent economic aggression). The Gorn fleet is small compared to the Romulans, but of high quality ships.

THE THOLIAN HOLDFAST

The Tholians are not native to our galaxy, but migrated here from another. They are the survivors of a race that once dominated their native galaxy. The Tholians of our galaxy are the descendants of a group that escaped the galaxy-wide revolt and managed, by means yet unknown, to bring their planet (which was a provincial capital) with them.

They settled on the edge of our galaxy at the end of the spiral arm that includes the Klingon home world. The Klingons had claimed this territory (and the Federation had tacitly accepted the claim), but the Klingons had never occupied it. The Tholians now claim it as their own and defend it fiercely, which explains the considerable hatred between them and the Klingons.

Tholians are crystalline creatures and exist in very high temperatures. It can be assumed that boarding party actions employ special environmental suits for one or both sides.

THE ORION PIRATES

The Orion Pirates are difficult to describe as a political entity. Orion is a member of the Federation, and one of the most economically aggressive, both within and outside Federation territory. It is believed that the original Pirates were a clandestine arm of the Orion government, using ships provided to them and manned by regular officers and crewmen of their own fleet. Since the early years, however, the Orion Pirates have extended their operations to cover most of the known areas of the galaxy.

THE HYDRAN KINGDOM

Hydrans are small (1.33 meters tall) beings, greenish-gray in color, with an ash-can shaped body supported by three stubby legs. Three equally-spaced tentacles sprout from the neckless body. Their eyes, mouths, and ears (two of each) are grouped in a fleshy mound on top of the body. Their atmosphere is rich in methane and would be uncomfortable (or fatal) to most Federation species. They breath methane (which provides most of their food), and boarding parties use environment suits. Their home world is thought to be about the size of Uranus.

The Hydran government is a Monarchy. There is an extensive nobility that involves itself in internal politics and a strong Civil Service that actually runs the day-to-day affairs of government. Trade Cartels hold considerable economic power.

The Hydrans use two primary weapons, the fusion beam and the hellbore cannon. Ships with fusion beams (RN, HR, LN, HN) tend to have lower attack factors and more fighters than the hellbore ships (DG, TR, LN, CU). Many command ships (PAL, LM, LB, OV, CR) have both types of weapons.

THE LYRAN STAR EMPIRE

Superficially similar to (but smaller than) their neighbors the Kzintis, the Lyrans are human-sized felines with great physical strength. Their fur and features bear a striking resemblance to those of a Terran Lynx, and their temperaments are also similar.

The Lyran government is based on a feudal structure. There are 21 counties, each ruled by a Count. Four of the 21 counties are "duchies" ruled by a Duke, each of whom governs four of the counties. (The 21st county is ruled directly by the King-Emperor.) The duchies are Red Claw (North Fleet), Enemy's Blood (South), Far Stars (off-map), and Foremost (Central). Each county controls and pays the cost of maintaining a portion of the fleet; each Count has a Tiger-class cruiser as his personal ship (which is why these units have a higher Command Rating).

One county (near the Hydran-Klingon border) overthrew its count and became the Lyran Democratic Republic, which existed in a semi-independent status during the General War.

OTHER RACES

ANDROMEDANS: Extra-galactic invaders who ransacked the galaxy after the General War.

INTER-STELLAR CONCORDIUM (ISC): A large neutral power (503.2) that managed to remain out of the General War and attempted to "pacify" the galaxy to save it from itself shortly thereafter.

WYN STAR CLUSTER: Small neutral state; (503.1).

LYRAN DEMOCRATIC REPUBLIC: Small neutral power (hex 0712), former part of Lyran Empire; (503.1).

TACTICAL NOTE: SHIP CLASSES

Dreadnoughts are powerful ships with the best Command Ratings. But they are vulnerable to Directed Damage and should only be employed where their extra power is a must. Each fleet should include both a DN and CC so that you can deploy an effective 10-ship force when you don't need the full 11-ship fleet.

Heavy cruisers are the primary attack ships of the game. Their density (8 points per ship) is the minimum for a successful attack.

War cruisers, light cruisers, and destroyers are not effective offensively, as their 5-7-point density cannot generate enough combat potential. A squadron should be included in the Battle Force (with multiple backups) to absorb casualties. They are most effective on defense, where they can absorb casualties and are cheap to repair.

Frigates are useful in pinning enemy ships with their large numbers and can be given up as damage in approach battles.

TACTICAL NOTE: SELECTING BATTLE INTENSITY

The art of selecting a Battle Intensity Factor is more involved than simply wanting to cause more damage or to receive less. Examine the conditions carefully. If you are trying to destroy a battle station with an 79-point fleet and Directed Damage, you will need a 30% Combat Coefficient to score the required 24 points of damage. There is a 50% chance of this happening at a BIR of 5, which results from your selection of a 4 and the Defender's selection of a 1. On the other hand, a 94-point fleet (several heavy ships, drone support, or command points) needs only a 25% rating, which is a 5/6 probability. The Defender might also select a 4, hoping to get enough points to destroy a key unit.

FIGHTER POWER — Ray Olesen

When using Fed CVA or CVB groups, it is good to have another carrier in Reserve to send its fighters into the battle or another carrier to soak up the damage and keep these special fighter groups at full strength. This forces your opponent to use Directed Damage to CEDS the CVBs and CVAs to force them out of the Battle Force and eliminate the COM-POT advantage you have with their unique fighter groups. Bases' fighters are useful for this in an approach battle or using Reaction Movement.

TACTICAL NOTE: CAPITAL ASSAULTS

Capturing a capital means defeating a large fleet and destroying a starbase, not an easy task.

It is not necessary to be able to capture a capital hex in order to attack it. Sending a fleet into the enemy's capital hex and using Directed Damage to devastate the planets is an excellent way to reduce the enemy's economy and defenses. However, as a capital system will have 50-100 points of ComPot that doesn't count against Battle Force command limits, you will take substantial casualties in such an assault. Plan carefully, and send enough ships to score the points you need.

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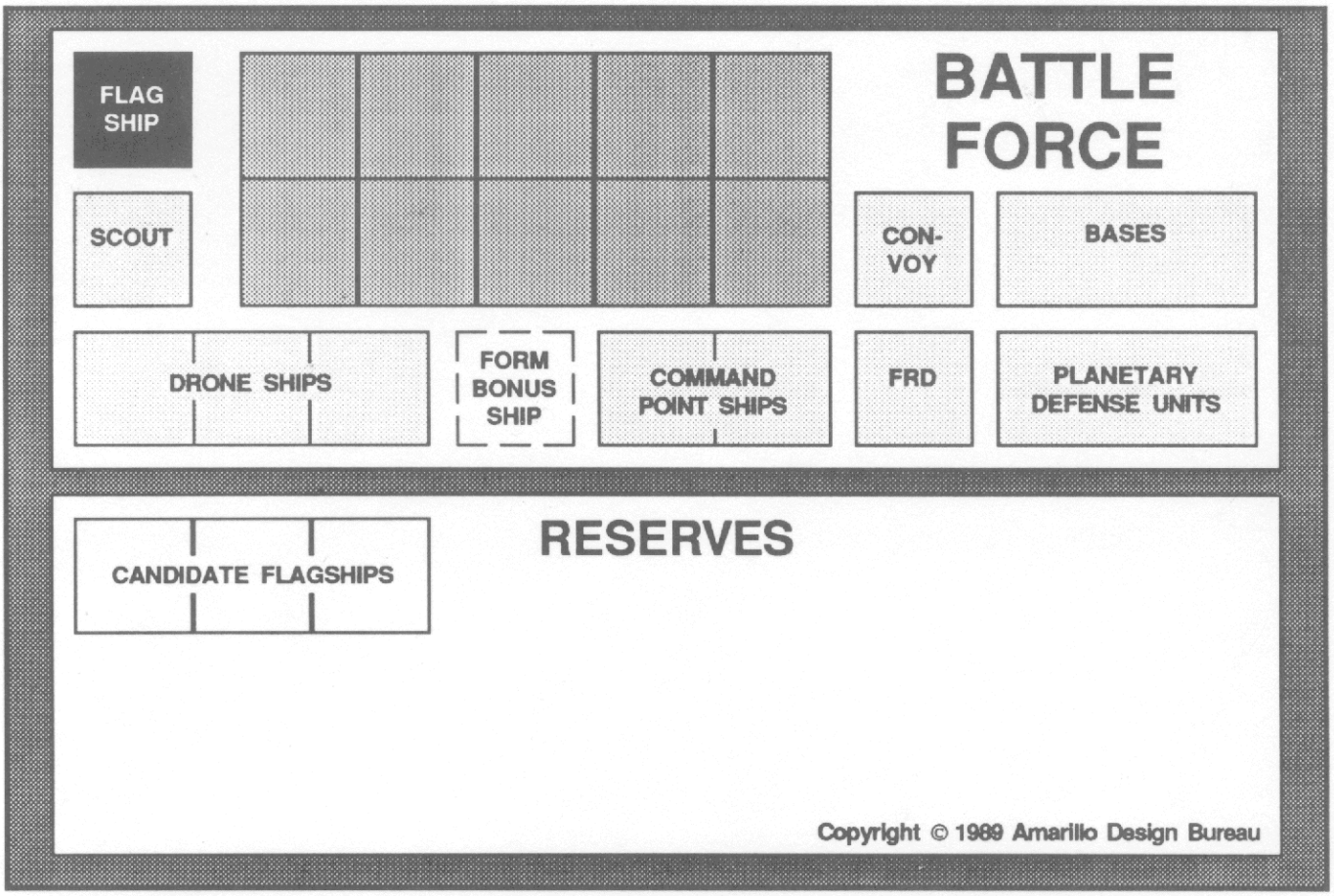
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SCOUT
CON-VOY
BASES
DRONE SHIPS
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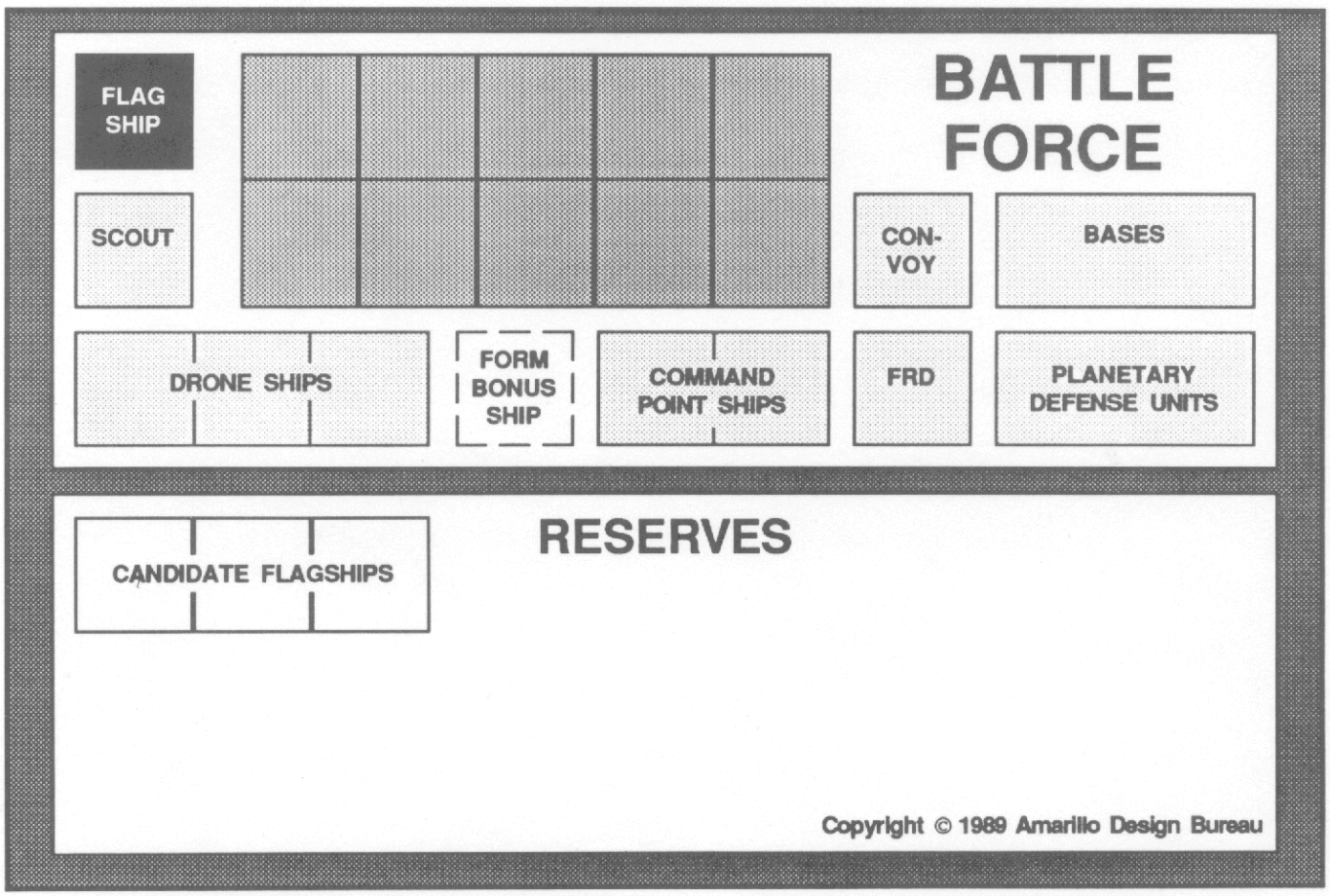
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FEDERATION CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
EARTH SYSTEM CAP MAJ MIN MIN		
VULCAN SYSTEM MAJ MIN		
RIGEL SYSTEM MAJ MAJ MIN MIN MIN		
ANDORIAN SYSTEM MAJ MAJ MIN MIN		

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FEDERATION AND EMPIRE

FEDERATION FLEET CHART

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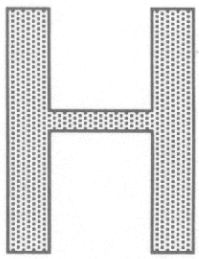
REPR

RESY RESY RESY RESY

HOME FLEET



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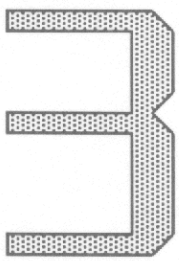

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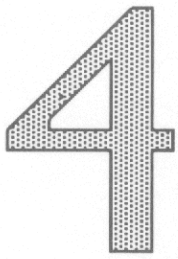

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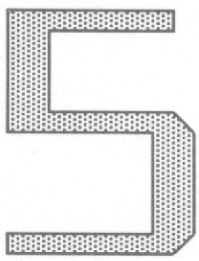

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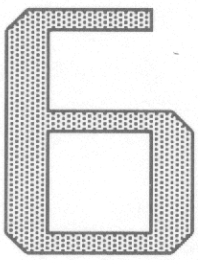

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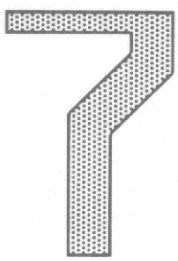

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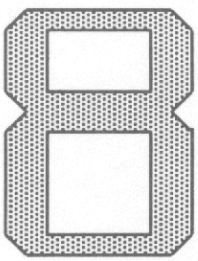

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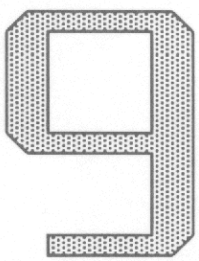

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COMMAND RATINGS

10 = BC, CVA, DN, SB, CVN, DN+, DNG
9 = BATS, CC, CVB, CVS
8 = CA, CVL, TG
7 = CLC (CWL)
6 = CL, MB, NCL, NCD, NYS, NVL, NSC
5 = DD, SC, FV
3 = FF, FFS

BUILD COST

16 = DN
10 = FRD, MB
6 = CONVOY
5 = NCL
3 = FF

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

REPAIR RATE

16 = SB
12 = FRD
4 = BATS

FEDERATION AND EMPIRE

RESY RESY

GORN FLEET CHART

REPR

REPR

COMMAND RATINGS

10 = DN, SB, BCH
9 = BATS, CC
8 = BC, TG
7 = CD
6 = CL, HD, HV, MB, PFT, HDP, HDS CV
5 = BD, BDS
3 = DD, SC

BUILD COST

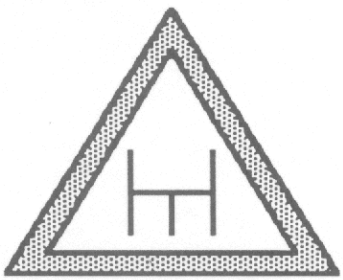
16 = DN
10 = FRD, MB
6 = CONVOY
5 = HD
4 = BD
3 = DD

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

REPAIR RATE

16 = SB
12 = FRD
4 = BATS

HOME FLEET



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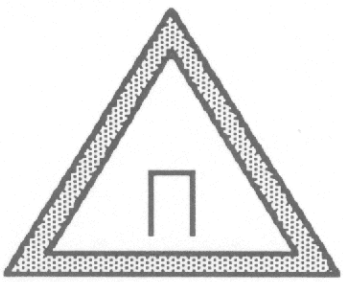

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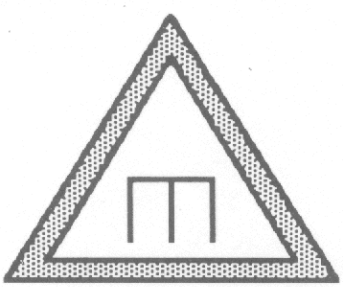

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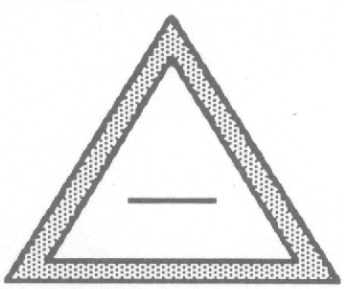

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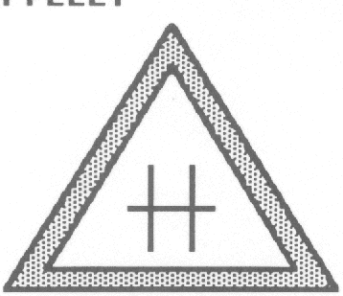
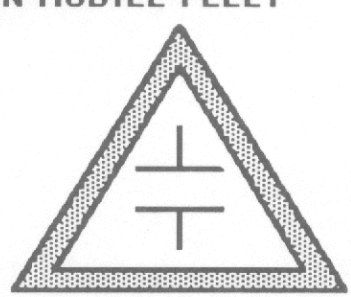


GORN MOBILE FLEET



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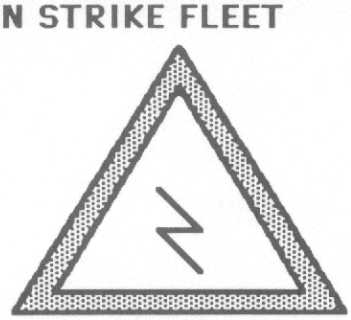

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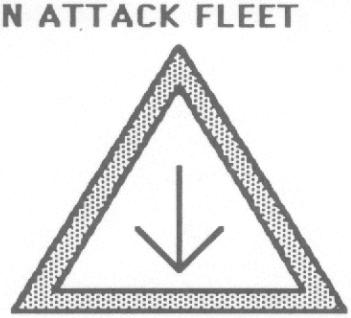

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HYDRAN CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
HYDRAX SYSTEM CAP MIN		
HYDRAMAX SYSTEM MAJ MIN		
ANTHRAXAN SYSTEM MAJ MIN		

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REPR

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HYDRAN FLEET CHART

RESY

RESY

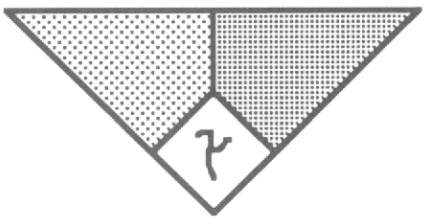
FEDERATION AND EMPIRE

COMMAND RATINGS
10 = ID, PAL, OV, SB
9 = BATS, LB, LC, LM
8 = CV, DG, RN, TG
7 = CWL
6 = HR, MB, PFT, TR, UH NCV, NSC, NPF
5 = CR
4 = KN, LN, SC
3 = CU, HN

BUILD COST
16 = PAL
10 = FRD, MB
5 = HR, TR
4 = CR
3 = HN, CU

REPAIR RATE
16 = SB
12 = FRD
4 = BATS

HYDRAN HOME FLEET



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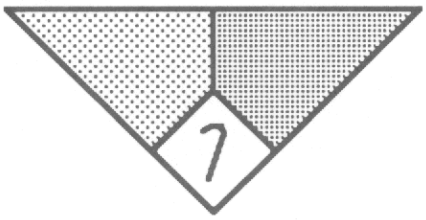
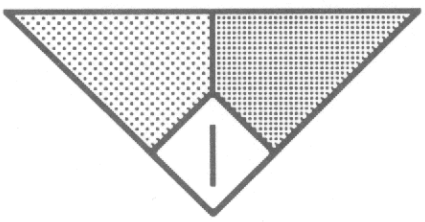
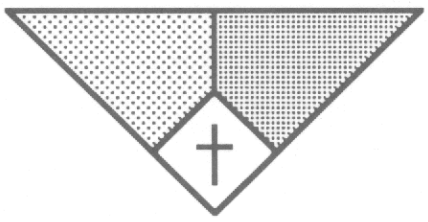


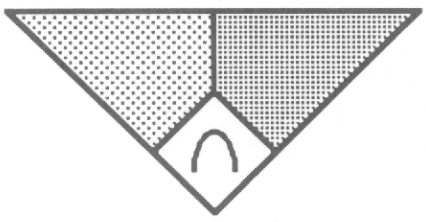
FIRST FLEET



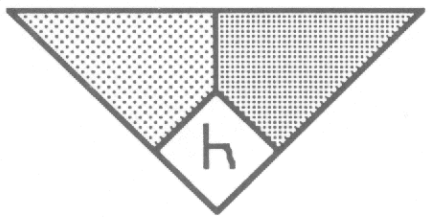
SECOND FLEET



OLD COLONIES SQUADRON



GOLD FLEET



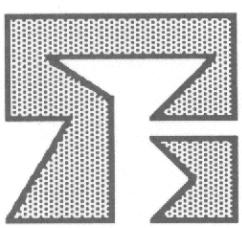
COMMAND RATINGS
10 = CVA, DN, SB
9 = BATS
8 = CA
6 = BW, MB, PFT
4 = DD, SC
3 = CPC, PC

BUILD COST
16 = DN
10 = MB
6 = CONVOY
4 = DD
3 = PC

REPAIR RATE
16 = SB
4 = BATS

THOLIAN FLEET CHART

HOME FLEET



RESY

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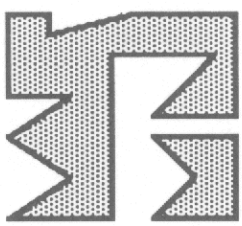
DEFENSE FLEET



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KLINGON CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
KLINSHAI SYSTEM CAP MAJ MIN MIN		
KANGOR SYSTEM MAJ MIN MIN		
KADRAK SYSTEM MAJ MIN MIN		
KLARDON SYSTEM MAJ MIN MIN		

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FEDERATION AND EMPIRE

RESY RESY RESY RESY

KLINGON FLEET CHART

REPR

REPR

REPR

COMMAND RATINGS

10 = B10, C7, C8 C8Y, SB

9 = BATS, DY, D7C

8 = D6, D7, D6D, D6M, D6P, DYS, TGA, D6Y

7 = D5L (CWL)

6 = D5, MB, TGB, D5Y, D5P, D5S

5 = F5L, FY

4 = F5, F5S

3 = E4

BUILD COST

16 = C8

10 = FRD, MB

6 = CONVOY, TGB

5 = D5

4 = F5L

3 = F5, E4

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

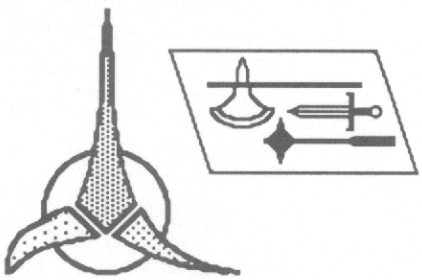
REPAIR RATE

16 = SB

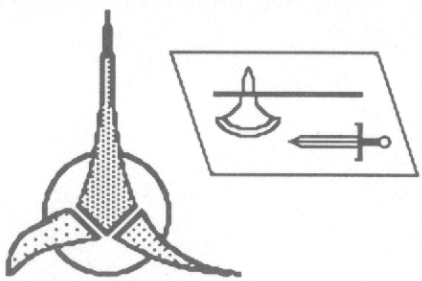
12 = FRD

4 = BATS

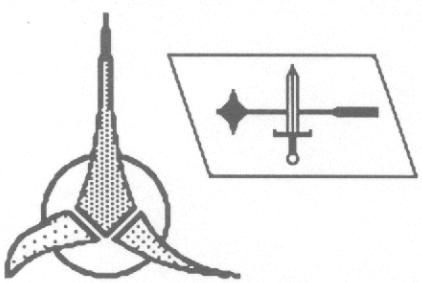
KLINGON HOME FLEET



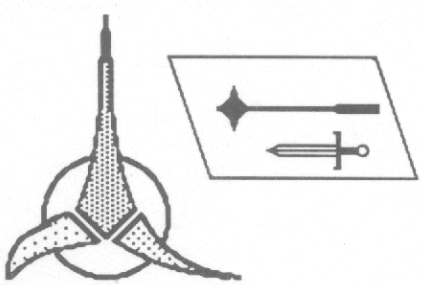
THOLIAN BORDER SQUADRON



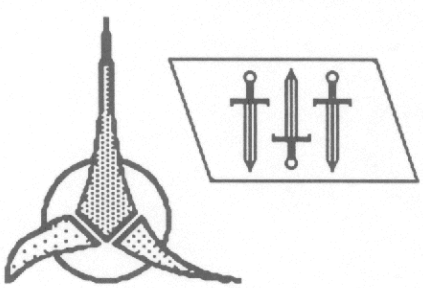
KLINGON NORTHERN FLEET



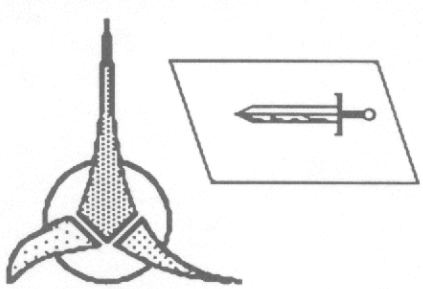
NORTHERN RESERVE FLEET



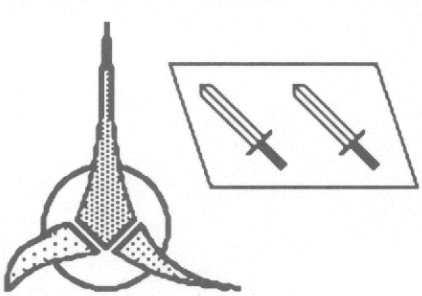
KLINGON WESTERN FLEET



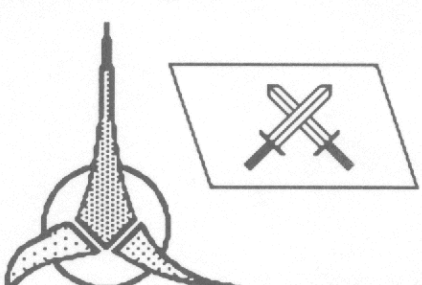
KLINGON RED FLEET



KLINGON EASTERN FLEET



SOUTHERN RESERVE FLEET



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KZINTI CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
KZINTAI SYSTEM CAP MIN		
KEEVARSH SYSTEM MAJ MIN		
VIELSALM SYSTEM MAJ MIN MIN		
VRONKETT SYSTEM MAJ		

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FEDERATION AND EMPIRE

RESY RESY

KZINTI FLEET CHART

REPR

REPR

COMMAND RATINGS

10 = BCH, CVA, DN, SB
9 = BATS, CC, CY
8 = BC, TGC, CVL
7 = CMC
6 = CL, TGT, CVE, MB, PFT, CMV, MPFT, CM
4 = DD, SF
3 = DF, FF

BUILD COST

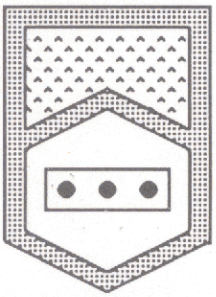
16 = DN
10 = FRD, MB
6 = CONVOY, TGT
5 = CM
3 = FF

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

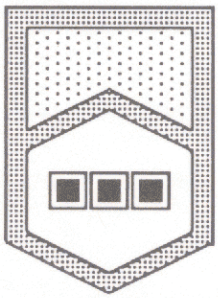
REPAIR RATE

16 = SB
12 = FRD
4 = BATS

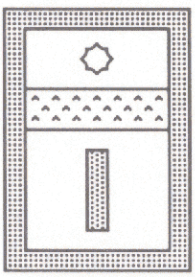
KZINTI HOME FLEET



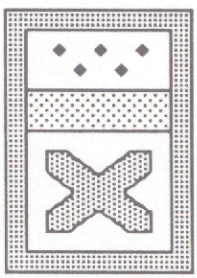
KZINTI DUKE'S FLEET



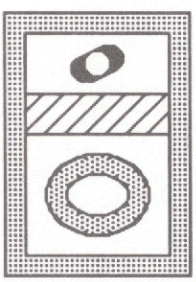
KZINTI BARON'S FLEET



KZINTI PATRIARCH'S FLEET

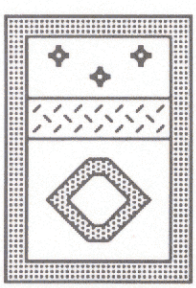


KZINTI BATTLE FLEET

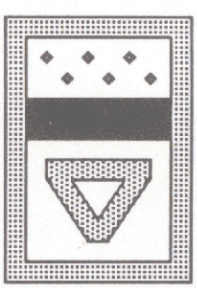


KZINTI MARQUIS' FLEET

KZINTI ASSAULT FLEET



KZINTI COUNT'S FLEET



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LYRAN CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
LYRANTAN SYSTEM CAP MIN MIN		
VOLMARK SYSTEM MAJ MIN		
FRAKMARK SYSTEM MAJ MIN MIN		
BOLMARK SYSTEM MAJ		

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FEDERATION AND EMPIRE

LYRAN FLEET CHART

REPR

REPR

REPR

RESY

RESY

RESY

COMMAND RATINGS

10 = BC, DN, SB, BCH
9 = BATS, CA, CC, CV
8 = STT, TGC
7 = CWL
6 = CL, CVL, CW, MB, TGP, CWS, PFW
5 = DW, DWS, PFT
4 = DD, SC
3 = FF

BUILD COST

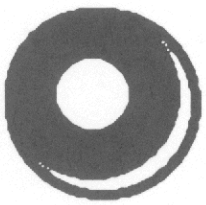
16 = DN
10 = FRD, MB
6 = CONVOY, TGC
5 = CW
4 = DW
3 = FF

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

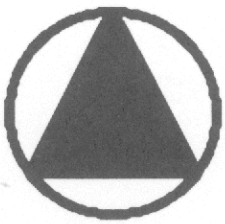
REPAIR RATE

16 = SB
12 = FRD
4 = BATS

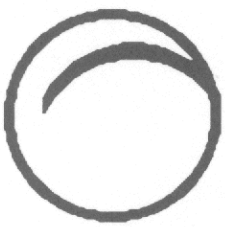
HOME WORLDS FLEET



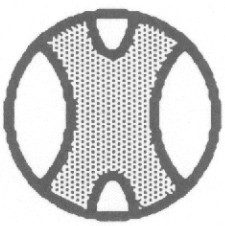
FOREMOST FLEET



RED CLAW FLEET

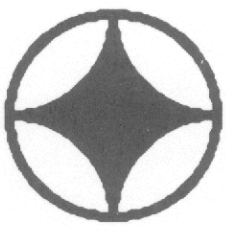


PELT HUNTER FLEET

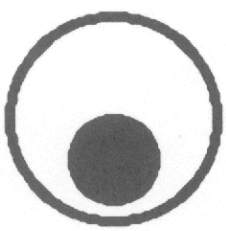


FAR STARS FLEET

DOOM STAR FLEET



ENEMY'S BLOOD FLEET



HIDDEN DAGGER FLEET

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ROMULAN CAPITAL

FEDERATION AND EMPIRE

CAPITAL REGION	DEFENDING UNITS	ATTACKING UNITS
REMUS REGION 4514		
REMUS SYSTEM CAP MIN MIN		
TIBERIUS SYSTEM MIN MIN		
ROMULUS REGION 4613		
ROMULUS SYSTEM MAJ MIN		
VESUVIUS SYSTEM MIN MIN MIN		

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REPR

REPR

REPR

FEDERATION AND EMPIRE

RESY RESY RESY

ROMULAN FLEET CHART

COMMAND RATINGS

10 = KC9, CNV, CON, SB
9 = BATS, KE, KRC, NH, SUB, SUP
8 = FAL, FH, KR K7R, KRM, SE, SPB, WE
6 = BH, MB, SKB, SP, SPC, SPE, SPF, SPH, WH, KRT
5 = K5L, SK, SKF
4 = K5, K5S
3 = FE, K4, SN, SNB

BUILD COST

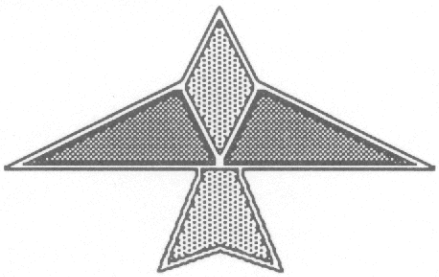
16 = CON
10 = FRD, MB
6 = CONVOY
5 = SP
4 = SK
3 = SN

OTHERS USE HIGHER FACTOR ON UNDAMAGED SIDE (432.0).

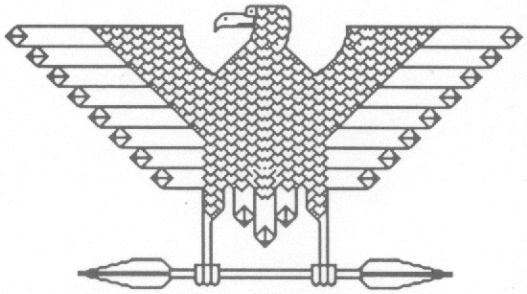
REPAIR RATE

16 = SB
12 = FRD
4 = BATS

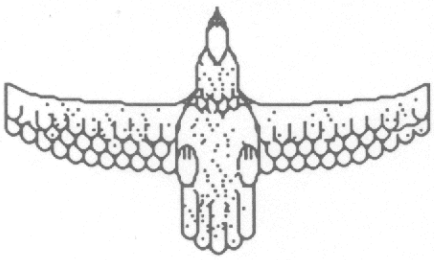
HOME FLEET



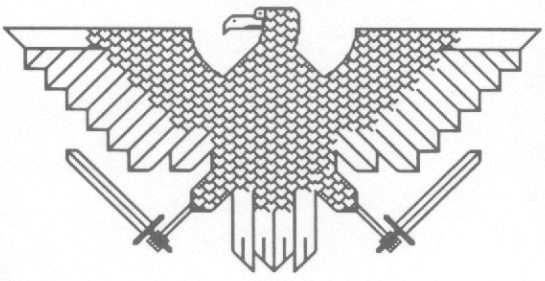
IMPERIAL FLEET



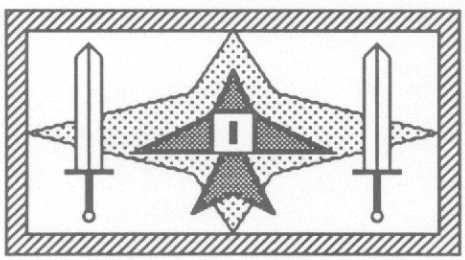
FLEET OF THE WEST



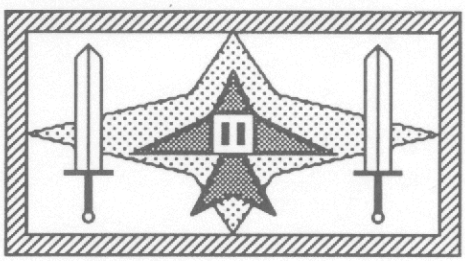
FLEET OF THE NORTH



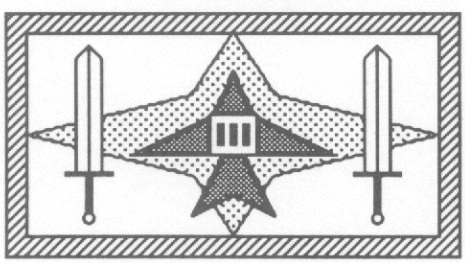
FIRST STAR LEGION



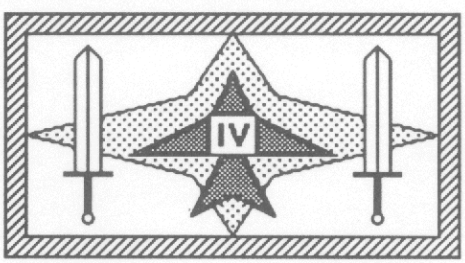
SECOND STAR LEGION



THIRD STAR LEGION



FOURTH STAR LEGION



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FEDERATION & EMPIRE PLAYER FOLIO

ECONOMICS FORM						
INCOME						
YEAR/TURN						
STARTING TREASURY						
ON-Map Planets & Provinces						
OFF-Map Planets & Provinces						
Capital Planets						
Captured Planets & Provinces						
Transfers Received; Scrap Captd Ships						
GROSS TOTAL						
EXPENSES BEFORE MOVEMENT AND COMBAT						
Repairs						
Construction						
Overbuilds						
Conversions						
Activations of mothballed ships						
Purchase Extra Strat, Conv, Cmnd Pts						
Support Homeless Ships, Expeditions						
Other						
TOTAL EXPENSES						
INCOME - EXPENSES =						
EXPENSES DURING AND AFTER MOVEMENT AND COMBAT						
Drone Bombardment Cost						
Field Repair						
Replacement PFs						
CEDS Repair & Replacement						
Transfers to Allies						
REMAINING TREASURY						
INCOME						
YEAR/TURN						
STARTING TREASURY						
ON-Map Planets & Provinces						
OFF-Map Planets & Provinces						
Capital Planets						
Captured Planets & Provinces						
Transfers Received; Scrap Captd Ships						
GROSS TOTAL						
EXPENSES BEFORE MOVEMENT AND COMBAT						
Repairs						
Construction						
Overbuilds						
Conversions						
Activations of mothballed ships						
Purchase Extra Strat, Conv, Cmnd Pts						
Support Homeless Ships, Expeditions						
Other						
TOTAL EXPENSES						
INCOME - EXPENSES =						
EXPENSES DURING AND AFTER MOVEMENT AND COMBAT						
Drone Bombardment Cost						
Field Repair						
Replacement PFs						
CEDS Repair & Replacement						
Transfers to Allies						
REMAINING TREASURY						

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BASE STATUS CHART

HEX # \ TURN												

PARTIAL SUPPLY GRID RECORD

TURN												
AT START												
INCOME												
EXPENSES												
FINAL												

COMMAND POINT RECORD

TURN												
AT START												
RECEIVED												
EXTRA												
USED												

SEQUENCE OF PLAY

1. **ECONOMICS**
   ASSIGN TUG MISSIONS
2A. **REPAIR**
2B. **PRODUCTION**
3. **OPERATIONAL MOVEMENT**
   INCLUDING REACTION MOVEMENT
4. **RESERVE MOVEMENT**
5. **COMBAT**
   1. WITHDRAWAL BEFORE COMBAT
   2. ACTION WITH BASES
   3. BATTLE FORCE DETERMINATION
      BATTLE INTENSITY INTERPHASE
   4. DAMAGE DETERMINATION
   5. DIRECTED DAMAGE
   6. DAMAGE ALLOCATION
      CAPTURED SHIPS INTERPHASE
   7. RETREAT
   8. PURSUIT
6. **RETROGRADE MOVEMENT**
7. **FIELD REPAIRS**
8. **STRATEGIC MOVEMENT**
9. **ESTABLISH RESERVES**

FEDERATION & EMPIRE PLAYER FOLIO
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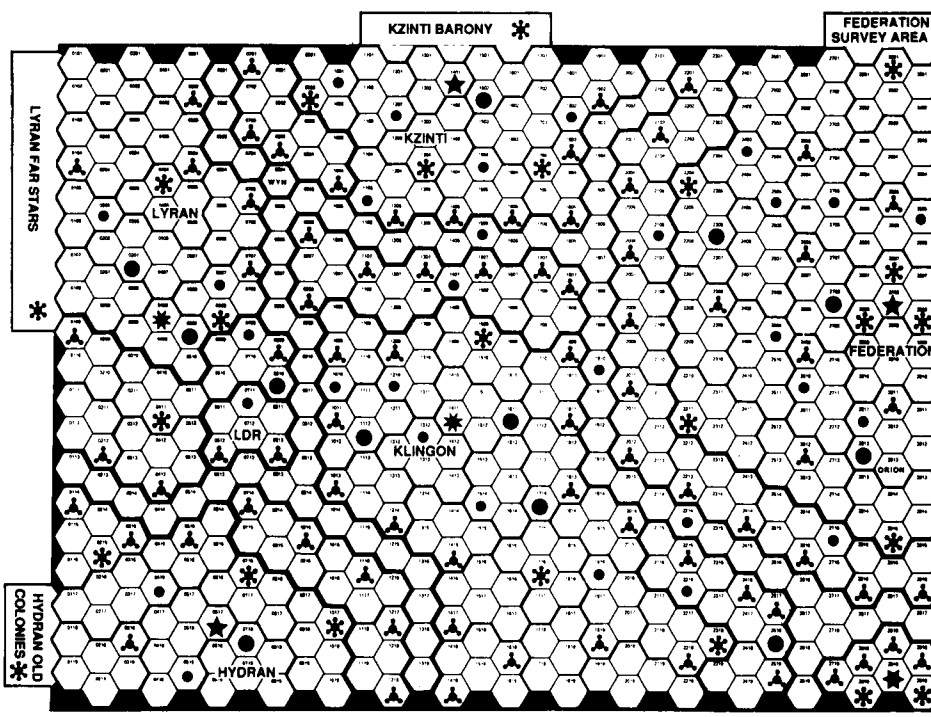
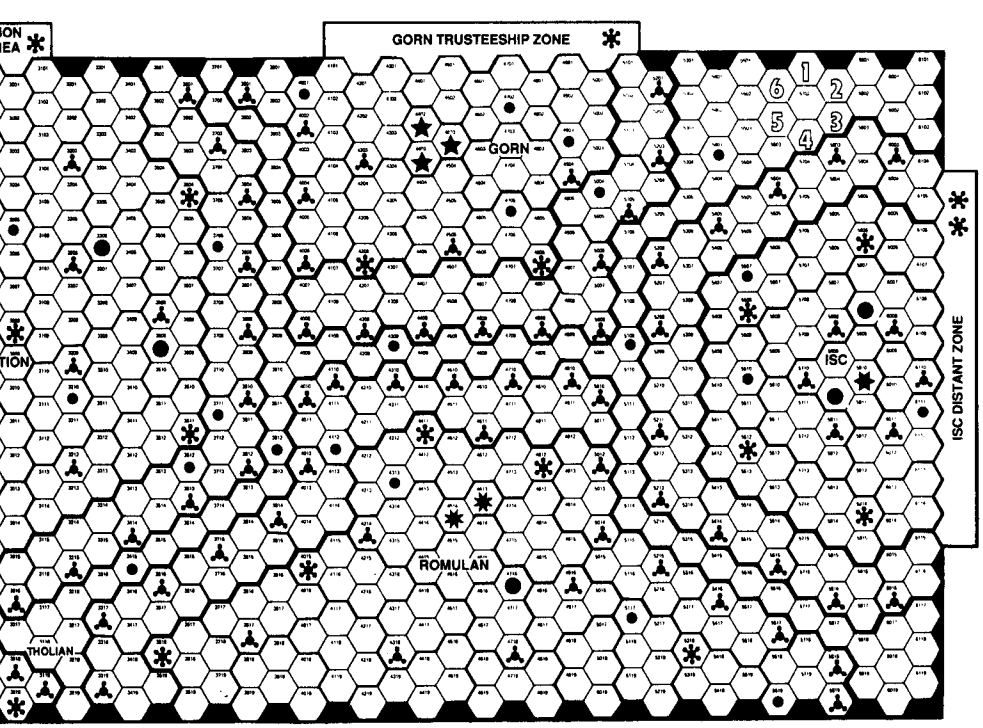


PLANETARY STATUS RECORD

TURN													
HEX #	SIZE	Status	PDUs	Status	PDUs	Status	PDUs	Status	PDUs	Status	PDUs	Status	PDUs
TURN													

SURVEY SHIP DISCOVERY RECORD

TURN													
# of Ships													
Total Die Rolls													
Running Total													
Provinces													



COMBAT COEFFICIENT TABLE

DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

DIE ROLL	1	2	3	4	5	6
VARIABLE RATING	-2	-1	0	0	+1	+2

EXTRA SHIPS RECORD

Ship Class → FLEET OR SHIP #								

NEUTRAL ZONE CONTROL RECORD

List neutral zone hexes currently controlled:

Total Neutral Zone Hexes Captured & Effective Provinces

Turn						
Hexes						
Provinces						

Turn						
Hexes						
Provinces						

Enter total number of "effective provinces" on Economics Form on the "Captured Provinces" line.

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CARRIER GROUP STATUS RECORD

Counter #	TYPE OF GROUP	CV TYPE	ESCORTS #1	#2	#3

This form can be used to keep track of carrier groups with crippled or lost escorts during the combat round and after.

HOMELESS SHIPS SUPPORT LINES

Write the allied race name in the first box, then check off as many boxes as you have paid for support lines for that race.

F&E COMBAT CALCULATIONS FORM

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

SHIPS									
BASES/PDUs									
FIGHTERS									
PFS									
TOTAL COMPOT									
%									
TOTAL DAMAGE									

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DELUXE FEDERATION AND EMPIRE - SHEET A (Front) KLINGON

B10 4 20	4C8V 12 24-29	3D6V 5 10-16	3DV 6 11-16	3DVS 6 17-20	3D5V 6 15-19	3D5V 6 15-19	3D5V 6 15-19	MB 8
2FV 4 6-9	2FV 4 6-9	2FV 4 6-9	D6P P◆ 4-8	D5P P◆ 5-7	C8 12	C8 12	C7 10	C7 10
D7C 9	D7C 9	D7C 9	D7C 9	D7 8	D7 8	D7 8	3D7 24	MB 8
D6 7-8	D6 7-8	D6 7-8	D6M + 10	D6M + 10	D6M + 10	D6D (4)◆ 7-8	D6D (4)◆ 7-8	D6D (4)◆ 7-8
3D6 21-24	3D6D (12) 21-24	TGA 8	TGA 8	TGA 8	TGB 4-8	F5S ◆ 2-5	F5S ◆ 2-5	F5S ◆ 2-5
D5 7	D5 7	D5 7	D5 7	D5 7	D5 7	3D5 21	3D5 21	D5S ◆ 3-7
3F5 16	3F5 16	3F5 16	3F5 16	3F5 16	3F5 16	3F5 16	F5L 6	F5L 6
F5 5	F5 5	F5 5	F5 5	E4 4	E4 4	E4 4	3E4 12	3E4 12

DN 12	BCH 10	CC 9	CC 9	BC 8	BC 8	BC 8	3BC 24	MB 8
CM 7	CM 7	3CM 21	CL 6	CL 6	DD 6	DD 6	TGC 8	TGT 4-8

FF 4	FF 4	FF 4	3FF 12	DF (4) 4	DF (4) 4	3DF (12) 12	SF ◆ 2-4	SF ◆ 2-4
4CVA 12 25-30	3CV 6 18-21	3CV 6 18-21	3CVL 4 16-19	3CVL 4 16-19	2CVE 3 8-10	2CVE 3 8-10	PFT P◆ 2-6	MPFT P◆ 2-7

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DELUXE FEDERATION AND EMPIRE - SHEET A (Back)

MB 4	3D5V 3 8-11	3D5V 3 8-11	3D5V 3 8-11	3DVS 3 8-11	3DV 3 5-8	3D6V 3 5-8	4C8V 6 12-16	B10 2 10
C7 5	C7 5	C8 6	C8 6	D5P P 2-4	D6P P 2-4	2FV 2 3-5	2FV 2 3-5	2FV 2 3-5
MB 4	3D7 12	D7 4	D7 4	D7 4	D7C 5	D7C 5	D7C 5	D7C 5
D6D 4	D6D 4	D6D 4	D6M 4	D6M 4	D6M 4	D6 4	D6 4	D6 4
F5S 1-3	F5S 1-3	F5S 1-3	TGB 2-4	TGA 4	TGA 4	TGA 4	3D6D 12	3D6 12
D5S 1-4	3D5 12	3D5 12	D5 4	D5 4	D5 4	D5 4	D5 4	D5 4
F5L 3	F5L 3	3F5 9	3F5 9	3F5 9	3F5 9	3F5 9	3F5 9	3F5 9
3E4 6	3E4 6	E4 2	E4 2	E4 2	F5 3	F5 3	F5 3	F5 3

MB 4	3BC 12	BC 4	BC 4	BC 4	CC 5	CC 5	BCH 5	DN 6
TGT 2-4	TGC 4	DD 3	DD 3	CL 3	CL 3	3CM 12	CM 4	CM 4

SF 0-2	SF 0-2	3DF 6	DF 2	DF 2	3FF 6	FF 2	FF 2	FF 2
MPFT P 0-4	PFT P 0-3	2CVE 1 4-5	2CVE 1 4-5	3CVL 2 8-10	3CVL 2 8-10	3CV 3 9-11	3CV 3 9-11	4CVA 6 12-16

DELUXE FEDERATION AND EMPIRE - SHEET B (Front)

LYRANS

DN 12	DN 12	BCH 11	BC 10	BC 10	CL 6	CL 6	CL 6	MB 8
CC 9	CC 9	CA 8	CA 8	CA 8	CA 8	DD 5	DD 5	DD 5
CW 7	CW 7	CW 7	CW 7	FF 4	FF 4	FF 4	FF 4	MB 8
DW 6	DW 6	DW 6	DW 6	STT + 10	STT + 10	STT + 10	PFW P◆ 4-7	PFT P◆ 2-5
3CA 24	3CL 18	3CW 21	3DD 15	3DW 18	3FF 12	TG-C 8	TG-C 8	TG-P 4-8
SC ◆ 2-5	SC ◆ 2-5	DWS ◆ 4-6	CWS ◆ 4-7	4CV 6 23	3CVL 6 17-20	3CVL 6 17-20	BAT 6 12	BTN 6 3

HYDRANS

PAL 6 11-12	OV 3 11-10	LB 2 10-9	LB 2 10-9	LM 3 8-9	LM 3 8-9	4ID 15 20-26	4CV 14 13-22	4UH 11 12-20
DG 2 9-8	DG 2 9-8	DG 2 9-8	DG 2 9-8	RN 4 6-8	RN 4 6-8	RN 4 6-8	3NCV 9 11-18	MB 8
3DG 6 27-24	3RN 12 18-24	3HR 9 15-21	3TR 21	3KN 18	3LN 6 12-18	3CU 12	3HN 9-12	NSC 2◆ 2-7
HR 3 5-7	HR 3 5-7	HR 3 5-7	TR 7	TR 7	TR 7	KN 6	KN 6	KN 6
LN 2 4-6	LN 2 4-6	LN 2 4-6	CR 5	CR 5	CR 5	CU 4	CU 4	CU 4
HN 3-4	HN 3-4	HN 3-4	TG 2 3-8	TG 2 3-8	SC ◆ 2-4	SC ◆ 2-4	PFT P◆ 3-7	NPF P◆ 3-7

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DELUXE FEDERATION AND EMPIRE - SHEET B (Back)

MB 4	CL 3	CL 3	CL 3	BC 5	BC 5	BCH 5	DN 6	DN 6
DD 3	DD 3	DD 3	CA 4	CA 4	CA 4	CA 4	CC 5	CC 5
MB 4	FF 2	FF 2	FF 2	FF 2	CW 4	CW 4	CW 4	CW 4
PFT P 0-3	PFW P 1-4	STT 4	STT 4	STT 4	DW 3	DW 3	DW 3	DW 3
TG-P 2-4	TG-C 4	TG-C 4	3FF 6	3DW 9	3DD 9	3CW 12	3CL 9	3CA 12
RGT 12 6	SB 12 36	3CVL 3 9-11	3CVL 3 9-11	4CV 3 12	CWS 1-4	DWS 0-3	SC 0-3	SC 0-3

4UH 5 7-10	4CV 7 7-11	4ID 7 11-13	LM 1 5	LM 1 5	LB 1 5	LB 1 5	OV 1 5	PAL 3 6
MB 4	3NCV 4 6-10	RN 2 4	RN 2 4	RN 2 4	DG 1 4	DG 1 4	DG 1 4	DG 1 4
NSC 1 0-4	3HN 6	3CU 6	3LN 3 9	3KN 9	3TR 12	3HR 3 12	3RN 6 12	3DG 3 12
KN 3	KN 3	KN 3	TR 4	TR 4	TR 4	HR 1 4	HR 1 4	HR 1 4
CU 2	CU 2	CU 2	CR 2	CR 2	CR 2	LN 1 3	LN 1 3	LN 1 3
NPF P 1-4	PFT P 0-4	SC 0-2	SC 0-2	TG 1 0-4	TG 1 0-4	HN 2	HN 2	HN 2

DELUXE FEDERATION AND EMPIRE - SHEET C (Front)

ROMULANS

CON	4CNV	SUP	4SUB	3SPB	2SKB	NH	FH	MB
13	12 30	4 10	12 26-27	8 16-17	4 9-10	10	9	8

SP	SP	SP	SPF	SPF	SPC	SPC	SPE	SPH
7	7	7	7	7	5-7	5-7	P 5-7	T 5-7

3SP	3SK	3WE	3WE	3SNB	3SN	4WH	BH	BTN
21	15	18	18	15	12	5 15-20	5	6 3

SK	SK	SK	SKF	3FE	SNB	SNB	SN	SN
5	5	5	3-5	T 6-18	5	5	4	4

FAL	FAL	KE	KE	KE	WE	WE	WE	BATS
10	10	9	9	9	6	6	6	6 12

SE	SE	KRC	KRM	K7R	KR	KR	3K5	K5S
2-6	2-6	10	10	9	8	8	16	2-5

THOLIANS

DN	3CVA	2BW	CA	PC	PC	K4	3K4	K5L
10	12 12-16	4 8	8	4	4	4	12	6

3CPC	PFT	SC	DD	MB	3PC	KRT	K5	K5
T 12	P 4	1-4	6	8	12	T 6-8	5	5

GORNS

DN	DN	CC	CC	BC	BC	BC	CL	CL
14	14	10	10	10	10	10	8	8

HD	HD	HD	HD	BD	BD	BD	HDP	PFT
7	7	7	7	6	6	6	P 4-7	P 2-5

DD	DD	DD	SC	SC	TG	TG	BCH	MB
5	5	5	2-5	2-5	2-8	2-8	12	8

3CL	3HD	3BD	3DD	3CV	3HV	3HV	HDS	BDS
24	21	18	15	6 21	6 20	6 20	3-7	2-6

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DELUXE FEDERATION AND EMPIRE - SHEET C (Back)

MB	FH	NH	2SKB	3SPB	3SUB	SUP	4CNV	CON
4	5	5	2 5-6	4 9-10	6 14-15	2 5	6 17	7

SPH	SPE	SPC	SPC	SPF	SPF	SP	SP	SP
2-4	P 2-4	2-4	2-4	4	4	4	4	4

RGT	BH	4WH	3SN	3SNB	3WE	3WE	3SK	3SP
12 6	3	2 8-12	6	6	9	9	9	12

SN	SN	SNB	SNB	3FE	SKF	SK	SK	SK
2	2	2	2	3-9	0-3	3	3	3

SB	WE	WE	WE	KE	KE	KE	FAL	FAL
12 36	3	3	3	5	5	5	3	3

K5S	3K5	KR	KR	K7R	KRM	KRC	SE	SE
0-3	9	4	4	5	4	5	0-3	0-3

K5L	3K4	K4	PC	PC	CA	2BW	3CVA	DN
3	6	2	2	2	4	2 4	6 6-8	5

K5	K5	KRT	3PC	MB	DD	SC	PFT	3CPC
3	3	2-4	6	4	3	0-2	P 0-2	6

CL	CL	BC	BC	BC	CC	CC	DN	DN
4	4	5	5	5	5	5	7	7

PFT	HDP	BD	BD	BD	HD	HD	HD	HD
P 0-3	P 1-4	3	3	3	4	4	4	4

MB	BCH	TG	TG	SC	SC	DD	DD	DD
4	6	0-4	0-4	0-3	0-3	3	3	3

BDS	HDS	3HV	3HV	3CV	3DD	3BD	3HD	3CL
1-3	1-4	3 11	3 11	3 11	9	9	12	12

DELUXE FEDERATION AND EMPIRE - SHEET D (Front)

FEDERATION

DN 10	DN 10	DN+ 11	DN+ 11	DNG 12	DNG 12	CL 6	CL 6	CL 6
CC 9	CC 9	CC 9	CC 9	CA 8	CA 8	CA 8	CA 8	3CA 24
4CVA 15 24-30	4CVN 15 24-30	3CVB 8 16-19	3CVS 6 16-19	3CVS 6 16-19	3NVL 6 12-19	3NVL 6 12-19	3NVS 6 15-19	3NVS 6 15-19
3NVS 6 15-19	2FV 3 7-10	CVL 3 6-8	3NCL 21	3NCL 21	3NCL 21	6NCL 42	3CL 18	3DD 18
NCD (4) 7	NCD (4) 7	NCD (4) 7	DD 6	DD 6	MB 8	MB 8	BATS 6 12	BTN 6 3
SC 2-6	SC 2-6	SC 2-6	FFS 2-5	NSC 3-7	NSC 3-7	TG 2-8	TG 2-8	TG 2-8
NCL 7	NCL 7	NCL 7	NCL 7	NCL 7	NCL 7	NCL 7	NCL 7	PF
FF 5	FF 5	FF 5	FF 5	FF 5	FF 5	FF 5	FF 5	PF

ORION FED

CA 8	BR 7	PF	PF	BC 10	BC 10	3NCD (12) 21
DW 5	CVL 3 6-8	CR 6	LR 4	3FF 15	3FF 15	6FF 30

KLINGON

BTN 6 3	BATS 6 12
D5S 3-7	6D5 42

KZINTIS

2CVE 3 8-10	3CV 6 18-21	3CVL 4 16-19	3CMV 6 15-18	3CMV 6 15-18
BTN 6 3	BATS 6 12	3FF 12	DF (4) 4	CM 7

BASES

SB 12 36	BDE 24 12	BDE 24 12	BDE 24 12
BATS 6 12	RGT 12 6	RGT 12 6	RGT 12 6

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DELUXE FEDERATION AND EMPIRE - SHEET D (Back)

CL 3	CL 3	CL 3	DNG 6	DNG 6	DN+ 6	DN+ 6	DN 5	DN 5
3CA 12	CA 4	CA 4	CA 4	CA 4	CC 5	CC 5	CC 5	CC 5
3NVS 3 7-11	3NVS 3 7-11	3NVL 3 6-11	3NVL 3 6-11	3CVS 3 7-10	3CVS 3 7-10	3CVB 4 7-10	4CVN 6 11-16	4CVA 6 11-16
3DD 9	3CL 9	6NCL 24	3NCL 12	3NCL 12	3NCL 12	CVL 1 3-4	2FV 1 3-6	3NVS 3 7-11
RGT 12 6	SB 12 36	MB 4	MB 4	DD 3	DD 3	NCD 4	NCD 4	NCD 4
TG 0-4	TG 0-4	TG 0-4	NSC 1-4	NSC 1-4	FFS 0-3	SC 0-3	SC 0-3	SC 0-3
NO PF	NCL 4	NCL 4	NCL 4	NCL 4	NCL 4	NCL 4	NCL 4	NCL 4
NO PF	FF 3	FF 3	FF 3	FF 3	FF 3	FF 3	FF 3	FF 3

SB 12 36	RGT 12 6	3NCD 12	BC 5	BC 5	NO PF	NO PF	BR 4	CA 4
6D5 24	D5S 1-4	6FF 18	3FF 9	3FF 9	LR 2	CR 3	CVL 1 3-4	DW 3

GRP 18 9	GRP 18 9	GRP 18 9	SB 6 18	3CMV 3 8-10	3CMV 3 8-10	3CVL 2 8-10	3CV 3 9-11	2CVE 1 4-5
BTN 6 3	BTN 6 3	BTN 6 3	BATS 3 6	CM 4	DF 2	3FF 6	SB 12 36	RGT 12 6

DELUXE FEDERATION AND EMPIRE - SHEET E

KLINGON

HOME FLEET	WEST FLEET	N R FLEET	RED FLEET	RESV	RESV	REPR 0-1	REPR 0-1	REPR 0-1
NORTH FLEET	EAST FLEET	S R FLEET	THOL SQUAD	RESV	RESV	CON VOY 0-6	CON VOY 0-6	CON VOY 0-6

KLINGON

FRD 1-4 H	FRD 1-4 H	FRD 1-4 H	BTL HEX	SHIP 7	SHIP 8	SHIP 9	X2	X2
1	2	3	4	SHIP 10	SHIP 11	SHIP 12	X3	X3

ROMULAN

HOME FLEET	NORTH FLEET	WEST FLEET	IMP FLEET	RESV	RESV	RESV	CON VOY 0-6	CON VOY 0-6
1ST LEGION	2ND LEGION	3RD LEGION	4TH LEGION	REPR 0-1	REPR 0-1	REPR 0-1	FRD 1-4 H	FRD 1-4 H

THOLIAN

MARKERS

HOME FLEET	RESV	D	D	D	D	D	D	KC9 14
DEFN FLEET	REPR 0-1	REPR 0-1	D	D	C	C	C	KC9 7

MARKERS

NO FTRS	NO FTRS	NO FTRS	D	D	D	D	D	D
NO FTRS	NO FTRS	NO FTRS	D	D	D	C	C	C

GORN

HOME FLEET	MOBL FLEET	ATK FLEET	STRK FLEET	RESV	RESV	CON VOY 0-6	CON VOY 0-6	TURN
6TH FLEET	2ND FLEET	3RD FLEET	4TH FLEET	REPR 0-1	REPR 0-1	FRD 1-4 H	FRD 1-4 H	PHASE

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DELUXE FEDERATION AND EMPIRE - SHEET F

LYRAN

FAR STARS	PELT HUNT	FORE MOST	HOME WORLD	RESV	RESV	RESV	CON VOY 0-6	CON VOY 0-6
RED CLAW	DOOM STAR	ENEMY BLOOD	HDDN DGGR	REPR 0-1	REPR 0-1	REPR 0-1	FRD 1-4 H	FRD 1-4 H

KZINTI

DUKE	PATR	COUNT	HOME FLEET	RESV	RESV	CON VOY 0-6	CON VOY 0-6	TURN
MARQ	BARON	ASLT FLEET	BTL FLEET	REPR 0-1	REPR 0-1	FRD 1-4 H	FRD 1-4 H	PHASE

FEDERATION

HOME FLEET	3RD FLEET	4TH FLEET	5TH FLEET	RESV	RESV	REPR 0-1	REPR 0-1	REPR 0-1
6TH FLEET	7TH FLEET	8TH FLEET	9TH FLEET	RESV	RESV	CON VOY 0-6	CON VOY 0-6	CON VOY 0-6

FEDERATION

FRD 1-4 H	FRD 1-4 H	FRD 1-4 H	BTL HEX	SHIP 13	SHIP 14	SHIP 15	X2	X2
1	2	3	4	SHIP 16	SHIP 17	SHIP 18	X3	X3

HYDRAN

HOME FLEET	EXP FLEET	1ST FLEET	RESV	REPR 0-1	CON VOY 0-6	BTL HEX	1	2
OLD COL SQD	GOLD FLEET	2ND FLEET	RESV	REPR 0-1	FRD 1-4 H	FRD 1-4 H	3	4

MARKERS

1 CRIP	1 CRIP	1 OUT	1 OUT	1 DEST	1 DEST	SHIP 1	SHIP 2	SHIP 3
2 CRIP	2 CRIP	2 OUT	2 OUT	2 DEST	2 DEST	SHIP 4	SHIP 5	SHIP 6

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MAPSHEET A

FEDERATION AND EMPIRE

DF & E 89

COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	40%	40%	40%	45%	50%

KZINTI BARONY

FEDERATION SURVEY AREA

LYRAN FAR STARS

HYDRAN OLD COLONIES

LYRAN

KZINTI

WYN

LDR

KLINGON

HYDRAN

FEDERATION

ORION

THOLIA

ORION PIRATE HOLDING AREA

COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	40%	40%	40%	45%	50%

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

PHASE RECORD TRACK

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

- NATIONAL CAPITAL
- STARBASE
- BATTLE STATION
- MAJOR PLANET
- MINOR PLANET

- NEUTRAL ZONE
- NATIONAL BORDER
- PROVINCIAL BORDER
- POST-WAR BORDER

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MAPSHEET B

GORN TRUSTEESHIP ZONE

GORN

ROMULAN

THOLIAN

ISC

ISC DISTANT ZONE

FEDERATION AND EMPIRE

DF & E 89

COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

ORION PIRATE HOLDING AREA

- NATIONAL CAPITAL
- STARBASE
- BATTLE STATION
- MAJOR PLANET
- MINOR PLANET
- NEUTRAL ZONE
- NATIONAL BORDER
- PROVINCIAL BORDER
- POST-WAR BORDER

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10

PHASE RECORD TRACK

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

COMBAT COEFFICIENT TABLE						
DIE ROLL	1	2	3	4	5	6
BIR = 0	10%	10%	15%	15%	20%	20%
BIR = 1	10%	15%	15%	20%	20%	25%
BIR = 2	15%	15%	20%	20%	25%	25%
BIR = 3	15%	20%	20%	25%	25%	30%
BIR = 4	20%	20%	25%	25%	30%	30%
BIR = 5	20%	25%	25%	30%	30%	35%
BIR = 6	25%	25%	30%	30%	35%	35%
BIR = 7	25%	30%	30%	35%	35%	40%
BIR = 8	30%	30%	35%	35%	40%	40%
BIR = 9	30%	35%	35%	40%	40%	45%
BIR = 10	35%	35%	40%	40%	45%	50%

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FEDERATION AND EMPIRE

BATTLE FOR THE GALAXY!

Two gigantic power blocks battle for galactic supremacy. The General War is sparked by a Lyran strike across the disputed Kzinti border. Taking advantage of the incident, the ever-aggressive Klingons seize their chance for spoils and join the Lyrans to storm Kzinti space.

Led by the Klingon warlords, this Coalition for ill-gotten gain, later augmented by the war-hungry Romulans, pushes all others into a fight for survival.

A grand Alliance is forged as the only way to stem this tide of invasion: First the Hydrans join the Kzintis, fearing their small kingdom to be the next one attacked. Then, the reluctant Federation is thrust into the war by a surprise Klingon attack. Finally, the Gorns take up the sword of war against their long-time adversaries - the Romulans.

COMPONENTS INCLUDE:

- 2 Piece, Full Color Map Board
- 80 Page Rule & Scenario Book
- 1512 Die-Cut Playing Pieces
- Fleet Control & Capital Assault Charts
- Player Folios & Battle Board
- 2 Six-Sided Dice

Number of Players: Two to Eight
Age: 12 years or Older
Playing Time: From Four Hours
Complexity Level: Moderate

GAME DESIGN by Stephen V. Cole and the AMARILLO DESIGN BUREAU

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STAR FLEET UNIVERSE

TASK FORCE GAMES™

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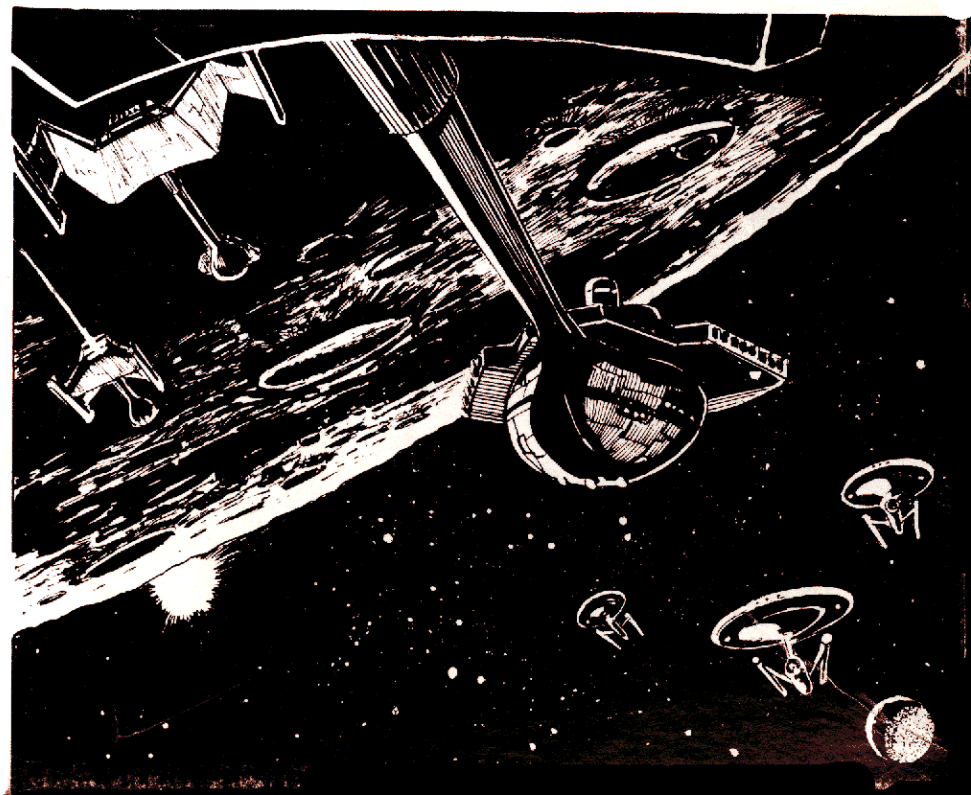
#5006

FEDERATION & EMPIRE **is a strategic companion game for *STAR FLEET BATTLES*.**

FEDERATION & EMPIRE brings you the Galactic War that created the battles you've played with *STAR FLEET BATTLES*. The starships you are familiar with and have commanded are in *FEDERATION & EMPIRE*, with their individual characteristics, but your viewpoint is that of Emperor or Supreme Commander.

The fast-paced battle system is simple to understand and use. It simulates the clash of starships during a six month turn for control of an entire sector. If desired, some or all of these battles can be played using *STAR FLEET BATTLES*.

A detailed but easily manipulated economic system provides the cost of defeat and the rewards of victory. The economic strength of a star nation is its greatest military asset and also its greatest vulnerability.

With *FEDERATION & EMPIRE*, supreme command awaits you in the battle for galactic supremacy.

YOU DON'T PLAY *STAR FLEET BATTLES?* - No problem! Everything you need to play *FEDERATION & EMPIRE* is included.