CARRIER WAR

STAR FLEET UNIVERSE

Federation & Empire
Total War Part 1

TASK FORCE GAMES™

FEDERATION & EMPIRE
CARRIER WAR
TOTAL WAR PART I

(106.0) INTRODUCTION

As the design of the original 1986 version of *FEDERATION & EMPIRE* proceeded, it became clear that the target size could not contain all of the material that had been created for *STAR FLEET BATTLES* over the previous six years. For valid marketing reasons, it was impossible to expand *FEDERATION & EMPIRE*, but it was obvious that the more advanced *STAR FLEET BATTLES* players would want all of the details that have made SFB so popular.

The solution was to design and release a series of supplementary products containing this material in balanced and cohesive sections. The first of these is now before you. (The original concept for a single product to be known as *TOTAL WAR* was divided into several products when it became too big.)

Since you are here, we must presume that you are one of the more advanced F&E players and that you want "more game." Now you will have it.

But, are you ready for it?

Are you player enough to handle it?

Are you prepared for

TOTAL WAR?

TABLE OF CONTENTS

RULE#	TITLE
INTRODUCTION	106
KLINGON SWARMS	514
FLEXIBLE CARRIER GROUPS	515
FEDERATION SWAC SHUTTLES	518
FOUR POWERS WAR	607
GALE FORCE	608
MORE OPTIONS	653
ANNEXES	700
DESIGNER'S NOTES	800

COMPONENTS
- 48-page Rulebook (this book)
- 32-page Set Up Chart Book
- 3 Countersheets (two double-sided, one single-sided)
- Coversheet (note sector map inside cover)

ADDITIONAL INFORMATION FOR (103.3) FACTORS ON THE COUNTERS

In Total War, several new "special" symbols are used on some of the counters.

■ = A single ship qualified to be a carrier escort.

▲ = This indicates an extra "half" of a fighter factor. This is ignored unless two ships with this symbol are in the same Battle Force, in which case the two "half" factors add up to one "whole" factor. This is used on Klingon carrier pods and on Romulan WarHawk carriers.

C = Indicates that the ship is equipped with a cloaking device. This is used (in Total War) only for a few Orion ships.

S = Indicates that the ship is subject to shock (311.2). These ships are in Special Operations.

A = Indicates that the ship has a Stasis Field Generator (312.0). These ships are in Special Operations.

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(800) DESIGNER'S NOTES

CARRIERS AT WAR

The role of the carrier is central to the history of the Star Fleet Universe, and to combat in Federation & Empire. It is fitting that the first major expansion of the F&E game system focuses on these powerful ships.

The F&E game system was designed to be relatively simple, and this product introduces only three actual "rules."

The flexible carrier group rules allow you to improve your groups by replacing the smallest escorts and to build customized groups for special missions. The rules can also be used to totally replace the old "group" counters (although the rules themselves will remain intact). This also allows you to upgrade your carrier groups with better escorts (usually DWEs) as the war goes along.

The Klingon Swarm unit provides the Klingons with a devastatingly-powerful offensive unit, but one that is hard to use, and you never know when it will appear.

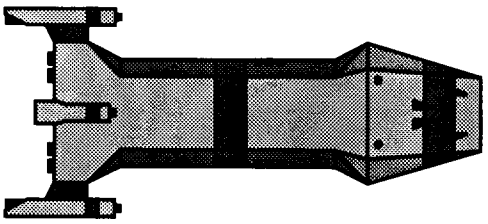
The Federation SWAC shuttles are powerful at the tactical level of *STAR FLEET BATTLES*, but their effect on a strategic plane is more subtle. These shuttles will not survive long in combat, but their die-roll modifiers can have a major impact. (This will be enhanced by the new combat chart in *SPECIAL OPERATIONS* which provides for increments of 2.5% rather than the 5% increments in the original game.)

We were able to correct the one major error in DF&E (i.e. the countersheets for that product included DVs instead of CVTs, so we had to substitute the DV counters for those carrier tugs). This has now been corrected in the set up lists and charts and counters of this product.

THE SCENARIO'S THE THING

As development of *CARRIER WAR* proceeded, we began to hear from more and more F&E players who looked forward to something *new* to use in their favorite strategic game. In many conversations, however, these players all told us the same thing. They wanted some smaller, shorter, easier to play scenarios. We had long planned to include the "Year of the Carrier" scenario , which became Gale Force, and were able to find a way to break it down into "sectors." The goal was "something you could play in three hours with the TV on." We didn't quite make it (although some sectors, like D, are faster to play than others and nearly reach this goal), but even so, the results are a series of challenging battles playable in a fraction of the time of a standard game of F&E.

One point should be made. Everyone agrees that the "historical" Orders of Battle are *WRONG*, but no two players can agree on what would be the right forces because each player uses the production and conversion rules to produce forces to his own liking. So use these as a springboard for your own production philosophy.



HYDRAN MOHAWK NEW HEAVY CRUISER

SHINY NEW ANNEXES

Since this product (and Special Operations) added dozens of new conversions and virtually re-wrote the set-up lists, it was decided to replace all of the annexes with an entirely new set. These annexes are better arranged and easier to access. .

WARNING: Many changes, major and minor, were made to the historical set up charts and to the production lists. Study the new ones CAREFULLY.

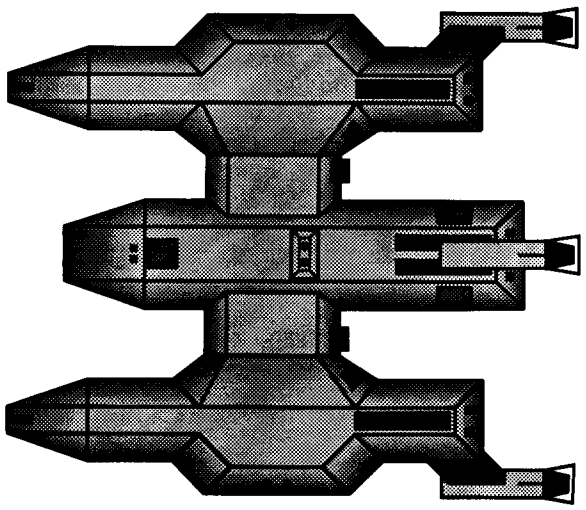
THE "FIGHTER COIN" COUNTERS

CARRIER WAR includes a single-sided sheet of "fighter" counters, which are used as a simple method of keeping track of the number of fighters in a given Battle Force or fleet. Note that these are marked for 1, 2, 3, and 6 fighters. While fighter-coin counters are provided in eight racial colors (Federation, Klingon, Romulan, Kzinti, Gorn, Tholian, Hydran, and Lyran), there is no particular reason why you cannot borrow the fighter coins of another race if you need more of them. Given, however, the limit of three fighter squadrons in a Battle Force (outside of a base or planetary battle), this shouldn't become a problem.

Whenever you are preparing a Battle Force, consult the counters and written records to see how many fighters are available and select that number of coins. (You can even do this for the entire fleet in that hex, allowing you to keep track of transfers and reserves, but that may take more counters than one racial set.) As fighters are lost (or transferred), you need not keep written records, but can simply remove (or move) fighter coin counters.

THE FUTURE

As *CARRIER WAR* goes to press, we have several rules in playtest that will appear in future products. These include building and moving shipyards, survey ships, Star Fleet Corps of Engineers, police ships, depot-level repair, economic development, inflation, independent PF flotillas, PF "coin" counters, battleships, X-ships, ground combat, special attack forces, various civil wars, and the Andromedans. Some of this material has appeared in playtest form in various places. Use caution when adding those rules, and using only one or two of them may drastically affect play balance. At this writing, it has not been decided on the exact mix of rules to be in any one product, or the order that such products might appear.



LYRAN HEAVY BATTLECRUISER

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(400.0) ECONOMICS RULES FOR *CARRIER WAR*

(437.0) TWO-STEP CONVERSIONS

In some cases, it is possible to combine two conversions in a single function.

(437.1) ALLOWABLE CONVERSIONS

This is only possible when the first conversion is to a larger ship class and the second is to a variant of that larger class. Examples:

Romulan FH to NH to SUP/SUB/TH
Romulan SP to FH to NH
Gorn DD to BD to BDS (or BDE or BDP)
Gorn CL to BC to CC
Tholian PC to CW to CWE (or LTT or CWS or PFW)
Tholian 2xPC to CA to CC or CVA
Hydran FF to DW to DW variants
Lyran FF to DW to DWE (or DWS)
Lyran DD to CW to CWE (or CVL or CWS or PFW or LTT or STJ)
Lyran CA or CC to DN to SCS or CVA
Lyran CL to BC to BCH

At the time of this publication, the above list includes all allowable two-step conversions. Should another product add new ships which can use this process, they will be listed in that product in an annex or rule update. The above list includes units found in *SPECIAL OPERATIONS.*

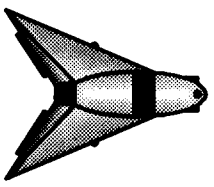
(437.2) COST

The cost of the two-step conversion is equal to the sum of the costs of the two individual steps, less one point.

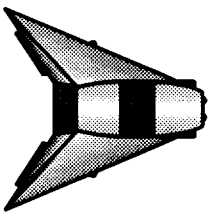
(437.21) If the two conversions, taken individually, cost three EPs or less, the entire two-step conversion is treated as a minor (rather than major) conversion.

(437.22) Both conversions can be performed simultaneously by a single starbase.

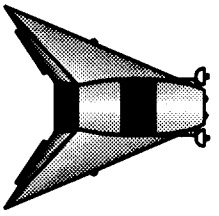
TWO-STEP CONVERSION



HYDRAN FRIGATE



HYDRAN WAR DESTROYER



HYDRAN WAR DESTROYER SCOUT

(438.0) CONQUERED PROVINCES

(438.1) LONG-TERM CAPTURE

(438.11) If a captured province (430.22) remains captured by the same enemy race for four turns, it is designated as a "conquered province" and is treated as a province belonging to the capturing player for economic purposes (but not for 'level of war' purposes).

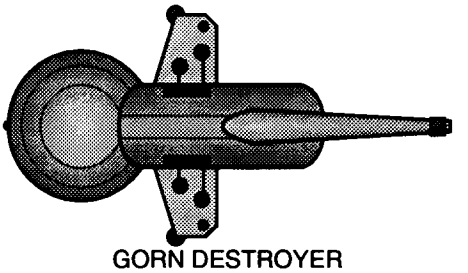
(438.12) A conquered province still produces only one economic point for the capturing player. The point is that a single original-owner frigate cannot slip into the province, declare it to be disputed (430.22), and begin receiving the one economic point for a disputed province.

(438.13) A conquered province still must be garrisoned to avoid (430.24). Once it is conquered, it remains conquered until the original owner (or some other race) captures the province under rule (430.22) or it is abandoned under (430.24).

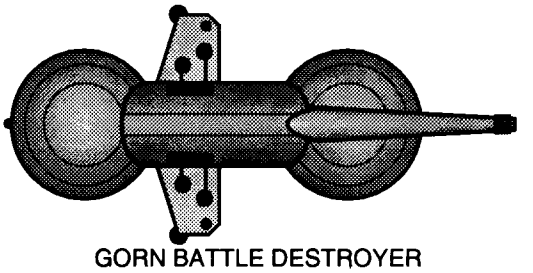
(438.2) REMAINING CAPTURED

A province is considered to have remained captured if no ships of the original owner are in that province at the end of either player-turn.

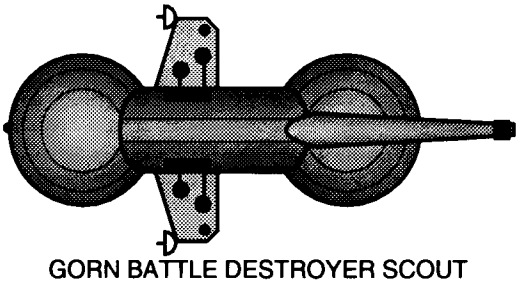
TWO-STEP CONVERSION



GORN DESTROYER



GORN BATTLE DESTROYER



GORN BATTLE DESTROYER SCOUT

(439.0) SALVAGE

The category of "ships destroyed in combat" includes ships which were too badly damaged to repair, ships which were rebuilt (and essentially count as new construction), and ships from which enough components were recovered to be of use in future construction.

(439.1) PROCEDURE

(439.11) At the end of each Combat Phase (or Combat Round if the players find that more convenient), each player totals the economic cost of all of his (or her) lost ships, divides this sum by three, and adds the result (known as "salvage proceeds") to his treasury (in the Capital Shipyard). Round fractions of 0.499 and less down, 0.500 and more up.
(439.12) In the case of divided supply grids, the salvage proceeds are added to the central supply point of the partial grid.
(439.13) Ships which are lost when out of supply, when adopted as homeless units, or when on expeditions, do not produce salvage proceeds.
(439.14) Orion Pirates do not collect salvage proceeds.
(439.15) Ships destroyed when trapped in a web (512.0) yield salvage proceeds for the Tholians, not the owning race, if the Tholians won the battle in that hex.
(439.16) Ships destroyed after single-combat [(310.0) or (504.4)] count as salvage for the winning ship if it would otherwise qualify (in supply, not adopted or on expedition, etc.).
(439.17) Ships lost by the pursued force in a pursuit battle do not produce salvage for either player.
(497.18) The Klingons and Federation receive 45% of the base hull cost of destroyed ships (rather than 33%) to reflect the recovery of booms and saucers.

(439.2) CONDITIONS AND RESTRICTIONS

(439.21) Salvage is received for ships (including pods) lost. It is not received for lost bases, PDUs, non-ship units, fighters, SWACs, and PFs.

There are no salvage proceeds for EPs in a destroyed cargo pod (435.1), for fighters on a destroyed carrier or base, or for PDUs or mobile bases destroyed while being carried by a tug.
(439.22) The economic cost basis for purposes of calculating proceeds from salvage is based on the base hull and ignores the cost of fighters, PFs, or variants/conversions (carriers, scouts, drone ships, maulers, etc.). Command variants (CCs, F5Ls, D7Cs, etc.) count as a base hull type for this rule.

DESIGN NOTE: This rule was the result of a search for a way to add more money to the treasuries since the addition of new units and rules provided new things to spend the limited budgets on. The salvage concept was perfect for this mission since it would only apply to a race at war and avoided the problem other proposals had of peacetime races accumulating vast hordes of wealth.

The fact that both combatants in a hex receive salvage revenues reflects that the battles in that hex cover many months, and both sides have ample opportunity for salvage. Also, much of the salvage value comes from "destroyed" ships which are actually badly crippled and able to get themselves out of the battle zone.

(440.0) SPECIAL PRODUCTION RULES

(440.1) FEDERATION NVH

Can be substituted for an NVS or converted from an NCL. If substituted, the production cost is 5 for the NCL, 5 for conversion to an NVH, plus 18 for the nine fighter factors.

The first two NVHs, produced in Spring Y177 and Spring Y178, replace NCLs in the production line and cost a total of 7 points for the ship plus 9 for the fighters. (This discount reflects that only two of these units were historically built and reflects a special funding arrangement outside of the normal game rules system.)

The NVH fighter group counts as one squadron.

NOTE: Because the DW escorts needed for this carrier are in *SPECIAL OPERATIONS*, no group counter is provided in *CARRIER WAR*. Players can assign this ship available escorts within the limits of (515.0). A group counter is provided in *SPECIAL OPERATIONS*.

(440.2) DRONE SHIP SUBSTITUTIONS

Drone ships can be produced by substitution subject to (432.41), but the cost is equal to that of an equivalent hull plus the cost of conversion to a drone ship.

For example, a Fed NCD would cost (5 + 3 =) 8 points. No more than one drone ship can be produced by any race by substitution per year. This does not count against the conversion limits.

(440.3) TRIANGLE FIGHTER FACTORS

Triangle fighter factors represent half of a fighter factor. When producing a ship with a triangle fighter factor, the triangle costs half as much as a full fighter factor.

(440.4) UNCONVERSIONS

It is possible to "reverse convert" any variant into the base hull type (e.g., Kzinti SF, SDF, or DF to FF) for one point.

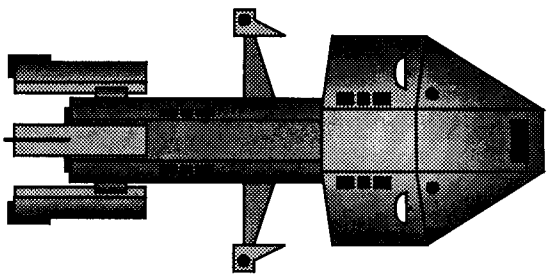
Exceptions: Maulers cannot be unconverted.

Carriers with 5 or more factors cost 2 points.

Any specific conversion listing overrules this general rule, and several of those (e.g., Romulan SPM) indicate no unconversion is possible.

(440.5) ESCORT CARRIERS

It is always legal to substitute a CVE for any carrier in the production schedule of any race.



KZINTI ESCORT CARRIER

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(500.0) MODIFICATIONS TO RULES IN DELUXE *FEDERATION & EMPIRE*

(502.65) FEDERATION PFs: Counters for conjectural Federation PFTs are provided in *CARRIER WAR.*

(502.7) SPACE CONTROL SHIPS

Counters, group composition, and conversion data are provided in *SPECIAL OPERATIONS.*

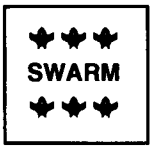
(502.8) ORION PFT

A counter for this unit is provided in *SPECIAL OPERATIONS.*

(514.0) FIGHTER/PF SWARMS

Occasionally, usually at the instigation of a local commander, the Klingons would manage to launch what became known as a "Swarm" attack. [See "The Pleiades Turkey Shoot," *STAR FLEET BATTLES* scenario (SH17.0) for an example of this type of attack.] Masses of fighters (later augmented with PFs), many of them obsolete types, would be gathered in a single location and hurled at the selected target. Historically, these Swarm attacks were less than totally successful due to the problems of coordinating a strike by so many fighters.

The first recorded use of a Swarm attack (in Y177) opened the way for the Klingon drive into Tholian space. The second (in Y184) was a last desperate attempt to win the war.



(514.1) CREATION

At the end of each Production Phase after all production is completed, the Klingon player rolls two dice. If the total of the two dice is equal to "2" (snake eyes), the Klingon player receives the "Swarm counter" at no cost. If the Klingon player already has the "Swarm counter," the die roll is not made. The Swarm counter, when created, is initially placed at the Klingon Capital Shipyard and moves from that point under the restrictions of (514.4). If the shipyard has been destroyed, there is no die roll.

(514.11) The Klingon player can voluntarily disband a Swarm counter at the end of any of his player-turns. He gains nothing from doing so except the opportunity to roll for the creation of a new Swarm counter each turn at the end of his next production phase.

(514.12) Those players who want to eliminate the die rolls could simply give the Klingons one Swarm on turn #18 (Spring Y177) and a second Swarm on turn #32 (Spring Y184). [These dates correspond to the historical SFB scenarios on the subject.]

(514.13) Swarms are non-ship units.

(514.2) COMPOSITION

If received prior to the Spring Y180 production phase, the Swarm counter represents 100 fighter factors. Beginning with the Spring Y180 production phase, the Swarm counter, when received, represents 100 fighter factors *and* 18 PF factors.

If the Swarm counter is already in play when the Spring Y180 production phase occurs, add 18 PFs (36 combat factors) to it and do not change the existing fighter strength.

EXAMPLE: During the Spring Y180 production phase, the Klingon/Coalition player has a Swarm counter with 65 fighter factors remaining. He must now adjust it to the new composition, so he will have a Swarm counter with 65 fighter factors and 18 PF factors.

(514.3) TRANSFER

The Swarm counter is a single entity. No fighter factors or PFs can be transferred into or out of it, even if the counter is about to be eliminated due to lack of supply or some other factor. PFs from the Swarm cannot be used in conjunction with the 77th PF Division (513.2).

(514.4) MOVEMENT

The combat elements of the Swarm counter are intrinsically incapable of movement and are actually deployed to their selected combat site through a variety of freighters. This places some restrictions on their operational and strategic movement.

(514.41) Strategic Movement: The Swarm counter can be moved in the Strategic Movement Phase under the conditions and restrictions of (204.0), counting (as three ships) against the limits on the number of allowed Strategic Movements in (204.3). The Swarm counter can only move a maximum of 12 hexes by Strategic Movement on any given turn.

(514.42) Operational Movement: The Swarm counter can move a maximum of three hexes by Operational Movement. If any element of the Swarm counter would be pinned by enemy Reaction Movement, the entire counter is pinned. Count the number of "ship equivalents" of fighters and PFs for purposes of pinning, with an assumed command rating of 3 (for purposes of pinning only).

(514.43) Retrograde Movement: The Swarm counter can retrograde, but is limited to a maximum movement of three hexes.

(514.44) Retreat Movement: The Swarm counter cannot retreat and must either win the battle or be destroyed.

(514.45) Reaction Movement: The Swarm counter cannot react to enemy movement during the enemy Movement Phase.

(514.46) Reserve Movement: The Swarm counter cannot use Reserve Movement.

(514.5) COMBAT

Fighters and PFs from the Swarm counter are used to augment a normal Battle Force, turning it into a "Swarm Battle Force," which is formed under slightly different rules than a normal Battle Force. These special rules are given here.

A Swarm Battle Force is composed of a mix of ships and "ship equivalents from the Swarm." There is a dual command rating system involved: the normal system for the ships and an additional system for the Swarm fighters/PFs.

(514.51) In any single combat round in which the Swarm counter will contribute ship equivalents, a minimum of three ships (as opposed to ship equivalents or non-ship units) must be included in the Battle Force. These ships must include a flagship able to command the other ships involved. These ships can be of any size but half (or more) must be Klingon ships (e.g., three E4s, or an E4, a D6M, and a Lyran BC). If there are not enough ships (and enough Klingon ships) available, the Swarm cannot function but is not destroyed unless (514.54) applies. Crippled ships count as 1/2 of a ship for the numerical totals, but not the normal command ratings.

(514.52) If the command rating of the flagship is less than 10 (including the effect of command points), the Swarm Battle Force is given an assumed command rating of 10 (but in this case there is no "flagship," and hence the maximum number of participating units is in fact 10, rather

than 11). If the flagship's command rating is 10 or more, use the actual rating.

In either case, the remaining command slots can be filled by "ship equivalents" of fighters and PFs from the Swarm. The Swarm counter does not, itself, participate in the Battle Force, but contributes "ship equivalents" of fighters (and/or PFs) to the Battle Force.

Rules (302.33) and (302.35) define the number of fighter factors/PFs that can participate in a single combat round (i.e., a total of three ship equivalents) and reflect the normal operations of fleets in combat. The rules presented here form an exception to those rules. Any "ship equivalents" of fighters and/or PFs taken from the Swarm are exempt from those rules (have no effect on them, are unaffected by them), although fighters/PFs from other sources participating in the Battle Force count normally for purposes of those rules.

EXAMPLE: The Klingon commits an F5L and two F5s to the Battle Force (three ships), then adds the 18 PFs (from the Swarm) for three ship equivalents, and fills out the Battle Force with 24 fighter factors (four equivalents), also from the Swarm, for a total of 10 ships/equivalents. The F5L has a command rating of 5 and can easily "command" the two F5s. The Swarm then increases this to 10 (3 of which are taken up by the three ships), and the other seven command slots are filled by fighters and PFs from the Swarm. If the flagship had been a C8 with a command rating of 10 in its own right, there would have been room for another "equivalent" of fighters. In either case, an F5S scout could have been added and drone ships could fire in support.

(514.53) To commit the Swarm to combat in a given round, the Klingon player MUST expend a command point (308.9). This command point's only effect is to allow the Swarm to participate in the battle; it does not add an additional ship to any Swarm Battle Forces committed in previous or subsequent rounds in that hex to include an extra ship, i.e., if a Battle Force was formed of a C8 and 10 other ships/ equivalents, an additional ship, or even a ship-equivalent from the Swarm, could not be added to the force because of that command point. The command point covers the entire player-turn in that hex, regardless of the number of battle rounds fought.

A second command point could increase the number of units in the Swarm Battle Force. The Swarm does not have to contribute ship equivalents to the Battle Force, and other command points applied to the battle hex would function normally for a non-Swarm Battle Force. The command point used for the Swarm is under the limits of (308.95).

(514.54) The Swarm counter itself cannot be attacked, but is destroyed if it is the only Klingon (or Klingon-friendly) unit in the hex at the start of a battle round or if it is forced to retreat.

(514.55) Maulers (308.4), scouts (308.5), the Formation rule (308.7), and all other combat rules (not command limit rules) not specifically stated otherwise function normally in a Swarm attack. For example, a scout could be added to a Swarm Battle Force as an "11th ship," but a "free scout" cannot be one of the three ships to satisfy the minimum in (514.51). Also, drone bombardment (309.0) and the Starbase Incremental Damage System (308.8) can be used in a Swarm attack. Swarms cannot be used to "accompany" maulers and SFG units.

(514.56) Swarms cannot withdraw before combat (302.10).

(514.57) Swarms cannot participate in pursuit battles (307.0), or take part in "single combat" (310.0).

(514.58) The battle intensity of a Swarm attack combat round (defined in this case as an attack where any part of a Swarm is participating) is resolved by the Klingon player as if it was one BIR less than the stated level (304.0). Thus, if the BIR was 5, the Klingon Coalition player would resolve it as if it were 4 while the opposing player would still treat it as 5.

(514.59) Fighters and PFs from Swarm counters lost in combat are not replaced. They are lost permanently.

(514.6) SUPPLY

One of the difficulties of using a Swarm is the concentration of maintenance assets to keep all the fighters and PFs committed to the Swarm combat ready.

(514.61) Swarm attacks can only be conducted if the Swarm counter is in supply.

(514.62) Swarm counters cannot be part of an expeditionary fleet (411.7). Swarms cannot be adopted by other races as homeless units.

(514.63) Swarm counters that are isolated from their supply grid at the beginning of any Klingon/Coalition Movement Phase are eliminated from play.

(514.64) Swarm counters trace supply exactly as, and under the same conditions as, ships (411.0).

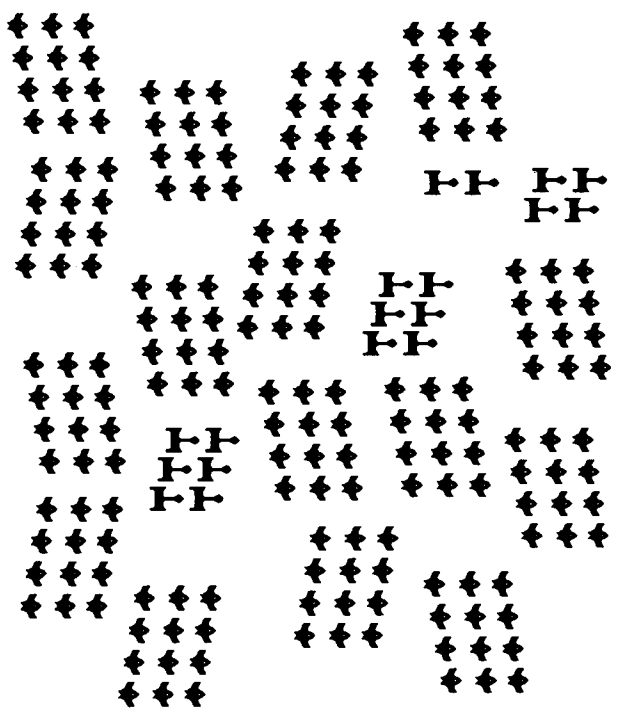
(514.65) When supported by a partial supply grid, the Swarm requires two economic points per turn, payable in the Production Phase.

(514.7) REPAIR

Swarm counters cannot be repaired. (Indeed, the Swarm counter itself cannot be attacked.) Swarms can only be used up or disbanded.

(514.8) ALLIES

The Klingon player cannot transfer a Swarm counter to any of his allies; no ally can "adopt" a Swarm counter (410.51). The Swarm counter can only be used in a combat round in which 1/2 or more of the actual ships committed to the combat round are Klingon ships.



KLINGON SWARM IN FULL FLOOD

 Copyright © 1993 Amarillo Design Bureau — F&E CARRIER WAR (TOTAL WAR PART I)

(515.0) FLEXIBLE CARRIER GROUPS

Within these rules, each player may create unique carrier groups, combining various carriers and escorts to take advantage of available ships or to seek more effective combat units. Note that these rules are primarily intended to allow more flexibility, but have been structured to avoid the creation of unrealistic "super carrier groups."

These rules modify (308.1).

(515.1) GENERAL RULE

CARRIER WAR provides a number of counters for individual carriers and escorts, as well as a few "group" counters. Relatively few are provided in *CARRIER WAR* due to the cost, but there are enough for players to experiment with the concept and form a few special groups. Players who use these rules extensively may want to obtain extra copies of the countersheets for carriers and escorts. These are available from Task Force Games as spare parts.

(515.11) A carrier group is represented on the map by the group counter. The actual ships are placed in the corresponding box of the player's Carrier Group Array. If a "printed" carrier group is used, there will be no individual ships in the Carrier Group Array. Each of the "group" counters provided in *CARRIER WAR* has a blank white box; players who obtain extra counters can write an identifying letter (or place a dot from a colored marker) in this box to distinguish one group counter from another.

(515.12) Carriers need not be assigned the escorts specified in Annex #757, but can be given alternative escorts. For example, a Federation CVS could be assigned an NEC and a DWE instead of the traditional DE and FFE. In effect, the Carrier Group Array for a unique group creates a special line of Annex #757 for that specific group. The group is treated as per (308.1) for all purposes.

(515.13) If a group does not have the requisite number of escorts, it functions normally but counts for command purposes as if it were the minimum size specified in (515.2). This is based on the current composition of the group. If a group had more than the minimum number of ships, the loss of any ships above the minimum does not require that command slots for those "missing" ships be left vacant.

(515.14) Players may (partially or entirely) do without the "group" counters in the original game by simply leaving the "loose" carrier and escort single-ship counters on the map and forming carrier groups at the start of the Combat Step for that battle hex. (Simply place the carrier and its escorts together, and verbally designate them as a group. Note that this group designation is done once per battle hex, NOT at the start of each round.) Note specifically that escorts cannot be replaced or exchanged between combat rounds, and that carriers without escorts will (with the exceptions noted in 757.6) count as several ships in a Battle Force.

(515.15) Rule (308.12) specifies that escorts can only be shifted between carrier groups at the end of the Combat Phase (Step 5 in the Sequence of Play). Escorts cannot be transferred between, into, or out of carrier groups during the combat procedure. When using Flexible Carrier Groups, this is modified as follows:

Escorts can be transferred between, into, or out of carrier groups at the start and end of the Combat Step. If individual carrier and escort counters are on the map in the battle hex, they must be formed into groups (or specified as not being in groups) at the start of the Combat Step (whether or not they are in the first Battle Force deployed) and this cannot be changed during the Combat Step (other than destroyed ships being removed). Groups cannot be reorganized, merged, or divided during the Combat Step (i.e., between rounds). Escorts specified as "not in groups" cannot be added to groups during the Combat Step.

During the Movement Step, carrier groups may be broken down into individual ships, and those ships may be treated under (515.14) and moved to different locations and formed into groups only when the force begins a Combat Step.

Repair and replacement of escorts is conducted as provided in (308.13) except that escorts in the hex as unattached individual ships may be added to carrier groups.

Escorts can be removed from carrier groups when the force is retreating.

(515.16) When placed into combat, a carrier group is treated under (308.1) for purposes of directed damage regardless of whether it has a standard or non-standard escort group.

(515.2) TYPES OF GROUPS

There are three types of carrier groups, depending on the size of the carrier. See Annex (757.7) for the category of each carrier. Note that generic designations are not precise as each race uses them for its own concepts. For example, some light carriers are medium while others are indeed light. These designations are for purposes of determining the required number of escorts and have no further effect.

(515.21) Heavy carrier groups include a CVA (9 or more fighter factors) and three or four escorts. Minimum size is four ships; maximum size is five ships. Note that the Lyran CV is artificially classed as a "heavy" carrier to reflect that the Lyrans always operated it with three escorts.

(515.22) Medium carrier groups include a CV, CVS, CVB, or similar ship (i.e., 5–8 fighter factors) with two or three escorts. Minimum size is three ships; maximum size is four ships. Note that the Tholian CVA is artificially classed as a medium carrier because the Tholians usually operated it with two escorts.

(515.23) Light carrier groups include a CVE or CVL (4 or fewer fighter factors) with one or two escorts. Minimum size is two ships; maximum size is three ships. Note that Lyran CVLs are in fact medium carriers.

(515.24) Romulan WarHawk groups can have two WarHawks and up to three escorts. Minimum size for command purposes is four ships; maximum size is five ships.

(515.25) Gorn and Lyran carrier groups cannot be larger than the minimum size.

(515.26) Tugs with carrier pods do not require escorts, but can be escorted. Carrier tugs with 4 or fewer fighter factors are treated as CVLs (515.23). Carrier tugs with 10 or less fighter factors are treated as CVs (515.22). Carrier tugs with 11 or more fighter factors are treated as CVAs (515.21). In all cases, this refers to the printed fighter factor, not the actual number of fighters carried. Tugs which have their own fighters but no carrier pods are not considered carriers for purposes of this rule.

(515.27) Auxiliary carriers (in *SPECIAL OPERATIONS*) do not require escorts, but can be provided with escorts. SAVs are treated as medium carriers (515.22), and LAVs are treated as heavy carriers (515.21). There is no minimum size for these "groups."

(515.3) ESCORT REQUIREMENTS

Carrier escorts were specially designed and equipped for the task. Not every ship can be a carrier escort, and some are better at it than others.

(515.31) Those ships qualified as carrier escorts are listed in Annex (757.8) and are divided into "light" and "heavy"

types. For purposes of (308.11), use the defense factor to determine which is the "smallest" escort. Note that (308.112) allows the owner to give up any of the escorts, or the carrier itself.

(515.32) Carriers (including auxiliary carriers and tugs with carrier pods) cannot be used as escorts. This does not apply to Hydran non-true carriers.

(515.33) The following types of units cannot be used as "escorts": Dreadnoughts, heavy battlecruisers, PF tenders, monitors, police ships, the 77th and 23rd PF divisions, Swarms, SWACs, fighters, PFs, or any non-ship units.

The following types of units, if used as escorts, lose their special abilities: SFG units, scouts, maulers, tugs, and drone ships. These are treated under (515.34) and lose one-half of their offensive value.

(515.34) Standard warships not otherwise excluded may be used as escorts, but their offensive value is reduced to one-half of the printed factor (round fractions down) or by 3, whichever is a greater reduction (e.g., a Kzinti FF would become a 1–4). Their defense strength is not changed. They do not pay the cost of conversion to an escort and do not become escorts; they are simply assigned to that role. This can be done only at the start of a Combat Step when forming carrier groups from individual ships and incomplete groups. Standard warships in this role do not receive the benefit (one extra point per escort for directed damage) provided in (308.111).

NOTE: At the end of the Combat Step, existing standard warships can be converted to escorts as per (308.132).

(515.35) A group with two or more escorts must have at least one "light escort" (or an equivalent hull) and can fill the remaining available spaces with "heavy" or "light" escorts (or standard warships with hulls equivalent to "light" escorts). A carrier group with one escort can have either type; see Annex (757.8).

(515.4) CARRIERS AND ALTERNATIVES

(515.41) Obviously, it is possible to create groups that are identical to the standard groups in Annex #757, and indeed players can use this system to keep track of remaining ships in such a group to avoid having to keep written records. This can also be used to adjust existing groups. For example, this could be used to increase Federation CVS groups to the three-escort configuration. You can even put a printed CV group counter in the array and add an escort to it.

(515.42) Carriers which do not normally have escorts (757.6) can be used to form carrier groups. They can be assigned one or two escorts; if two are assigned, see (515.35). If they are assigned even one escort, they must be treated as a group, but if all escorts are lost or reassigned, these single-ship carriers can again be treated as non-group carriers. Other carriers are treated as groups even if all escorts are lost. Hydran hybrid "non-true" carriers cannot be assigned escorts unless they qualify under (515.43). Auxiliary carriers can be, but don't have to be, assigned escorts (513.123).

(515.43) Certain non-carriers may replace carriers, with the resulting "group" treated as per (308.1). These include: Tugs [only those carrying EPs (mission H) or acting as supply points (mission D)], convoys, and PF Tenders.

These "groups" can have a maximum of two escorts and are under the conditions of (515.42). These "non-carrier-carrier groups" are treated as "carrier groups" for purposes of this rules section (515.0). Escorts cannot be formed into a "group" without something (on the permitted list) for them to escort. They have no "minimum" size for command purposes. No units not listed (e.g., the 23rd and 77th PF divisions) can be escorted.

(515.44) Space control ships are treated as "heavy" carriers. Battle control ships (in a future expansion) are treated as "medium" carriers or (at the owner's option) as "heavy carriers." Both are required to be in "groups" and take extra command slots if operating independently.

(515.5) PRODUCTION AND CREATION

(515.51) Each ship has an availability date, including carriers and escorts. These are shown (when after Turn #1) in the Order of Battle annex for the owning race. A ship cannot be built (by any means) before its availability date.

(515.52) Carriers can be produced without escorts, although the limits provided for each race and each carrier class still apply. (In effect, an allowed carrier group can be broken down into individual allowances for carrier and escort types. The various limits on carrier production apply to the carrier itself, not the escorts.) See the penalties in (515.54).

The cost of individual carriers is given in (432.12). This rule (515.0) creates an exception to the prohibition on building carrier groups with missing ships in (432.12). Regardless of whether a carrier is built with some, all, or none of its escorts, it cannot be built without its fighters.

If a carrier group is scheduled for production and you only want the carrier, build the carrier, replace some or all of the escorts with equivalent-hulled standard warships, and pay the specified cost for each ship.

If a carrier is an allowed substitution, simply substitute the carrier for the specified ship and don't substitute escorts for the other specified ships.

If a carrier is converted by an allowed conversion, simply convert the required ship into the corresponding carrier and don't bother converting another ship(s) into the escort(s).

Rule (432.12) specifies the cost of a carrier as two points more than the cost of the equivalent warship plus the cost of fighters. CVAs cannot be produced outside of a working shipyard hex.

(515.53) Escorts can be produced without producing a carrier. As provided in (308.132), there is no limit on escort conversions and they do not count against the conversion limits. See the penalties in (515.54).

If a carrier group is scheduled for production and you do not want the carrier, replace it (and possibly some of the escorts) with equivalent standard warships (757.1) and pay the assigned cost for each ship.

If a carrier group is an allowed substitution, simply substitute escorts for some of the specified (757.1) equivalent ships and do not bother to substitute a carrier for the corresponding hull. (Build the originally-scheduled standard warship.) In addition, any race may substitute equivalent carrier escorts for up to three ships in addition to specified carrier group production. Escorts produced as substitutes for standard warships do not count against limits on conversions by starbases. The cost of an escort is one point more than the cost of the equivalent warship.

Escorts can be produced by conversion at any starbase from the equivalent warship hull for one point. (A very few escorts have fighters, and the cost of the fighters must also be paid at the appropriate rate.)

(515.54) Carriers and escorts produced independently of groups need not be placed into or formed into groups. However, certain penalties apply.

Carriers which normally have escorts, but which are not assigned escorts, will take up extra "command slots" in a battle line; see (515.2).

Escorts placed into a battle line but not in a carrier group have their attack factors reduced by one point. For example, a Federation FFE (4–5) would be treated as a (3–5).

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(518.0) FEDERATION SWAC SHUTTLES

Federation SWAC (Space Warning And Command) shuttles are the most impressive electronic warfare systems in the Star Fleet Universe. Only the Federation was able to build and use these powerful, if expensive and vulnerable, systems. A SWAC is a shuttle loaded with special sensors and electronic warfare equipment.

Within *FEDERATION & EMPIRE*, SWACs are represented by a counter which simply says "SWAC." They have no combat factors of their own. (The counter is simply a record keeping device, keeping track of the location of all surviving SWACs.)

SWAC

For player convenience, two of the SWAC counters are marked "2xSWAC" and represent two SWACs deployed on the same carrier.

(518.1) PRODUCTION

(518.11) ONLY the Federation can produce, deploy, carry, or use SWACs. The technology to do so cannot be transferred.

(518.12) The Federation can produce one SWAC per turn at no cost, and can produce a second at a cost of 3 points. SWAC production begins on turn 6 and continues regardless of whether the Federation is at peace or war. SWACs can only be produced in the original Federation capital shipyard. They cannot be overbuilt.

(518.2) DEPLOYMENT

(518.21) SWACs, like fighters, must be deployed on a "carrier" unit. If the carrier is destroyed, the SWAC can be transferred (as a fighter factor could be) to another eligible carrier within the same hex. This transfer cannot be made if it exceeds the receiving unit's ability to carry SWACs (518.22).

(518.22) The maximum number of SWACs that can be deployed on a given carrier is as follows:

CVA, CVN, SCS, Starbase 2
CVL, CVS, CVB, Defense Brigade..... 1
BATS, CVTs, Carrier Pods,
NVL, NVS, NVH, FFV,
Auxiliary Carriers,
Other ships and units 0

Defense Brigades in the Federation capital hex and any starbase can have an unlimited number of SWACs, but cannot use (in a given combat round) more than the numbers provided above.

(518.23) SWACs cannot move independently of their carrier, except that they can move by Strategic Movement to be transported to a carrier unit able to operate or store them. This does not count against the Strategic Movement allowance of the race performing the movement. A carrier able to operate the SWAC can serve as the final strategic movement node for a SWAC. (This does NOT restrict the movement of the carrier.) SWACs cannot be transferred from carriers except by (501.6).

(518.24) SWACs have no pinning effect.

(518.3) COMBAT

(518.31) SWACs can only be attacked by directed damage. To destroy a SWAC with directed damage requires four damage points (total); maulers cannot be used, except against a frozen SWAC (312.46). This counts as the one direct-damage attack for the combat round.

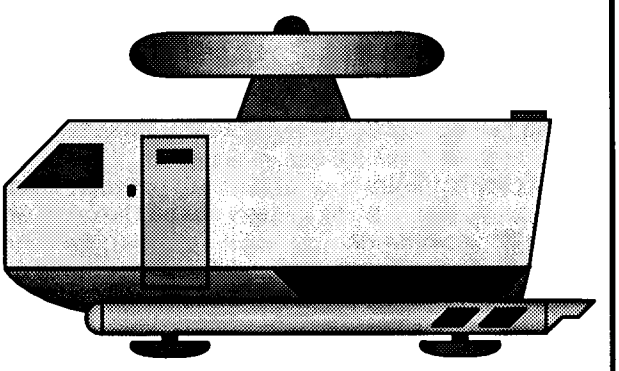
(518.32) SWACs cannot be voluntarily given up to resolve damage, although if their carrier is destroyed and they cannot be transferred (501.6), the SWAC is destroyed and the Federation player is credited with 2 points of damage resolved, which might be used under (308.2). Note that a SWAC could be transferred to any other Federation ship, but a ship not qualified to use it could not do so.

(518.33) If a SWAC "goes wild" under (518.42) or (518.43), it has only a minimal chance of survival because it has attracted large numbers of seeking weapons. The SWAC has only a 1/6 chance of surviving the mission. (The Federation player rolls a single die; the SWAC survives only if the die roll is 6.) This die roll is resolved in sub-step 4E of (302.4) Step 4 of the combat procedure. This die roll is modified by +1 for every six points that the Federation player subtracts from the offensive potential of the fleet using the SWAC (to reflect ships, fighters, and weapons assigned to protect that specific SWAC). Each SWAC is assigned its own protection (or not); points assigned to protect one SWAC do not protect any others.

(518.34) SWACs cannot have the formation bonus.

(518.35) SWACS have no command rating and do not increase the command rating of their carrier. They have no effect on the limits of fighters that can be operated.

(518.36) If the entire enemy force is composed of fighters and/or PFs, the Federation player can assign up to six fighter factors to "fly escort" for the SWAC; these six factors do not count for offensive combat potential. These must be destroyed by directed damage before the SWAC can be attacked by (518.31), but the one directed-damage attack allowed by (302.51) will suffice for the six fighter factors *and* the SWAC.



FEDERATION E–2C
SPACE WARNING AND CONTROL SHUTTLE

(518.4) MISSIONS

A SWAC shuttle can be assigned one (and only one) of three missions in any battle round in which it participates. The decision as to which mission it will undertake is made and announced at the end of the First Point of (302.4) Step 4 of the Combat Procedure; see (311.3). The SWAC can change to a different mission in each round. The SWAC does not have to be committed to combat, even if its carrier is, although it will suffer the fate of its carrier in any case unless it can transfer by (518.21).

(518.41) Electronic Warfare: The SWAC counts as one EW factor for use in (313.0).

NOTE: The following two missions create a certain amount of additional complexity in the game system (and will make scenarios a bit longer to play), and players should seriously consider the implications before using them. The rules are not optional in the sense that mutual consent is required to use them, but caution is advised.

(518.42) Bombardment Disruption: A SWAC can cancel the effect of any enemy drone bombardment points. This is treated as "going wild" for purposes of its further survival. The enemy still loses the EPs paid for the drones.

(518.43) Going Wild: A SWAC can "go wild" and degrade the ability of the enemy force to use seeking weapons. The effect is to artificially reduce the Battle Intensity Rating of the enemy force as follows:

Hydrans, Tholians, Lyrans (except Lyran fighters)	0
All Maulers	0
Klingons, Federation, Orion (non-Carriers)	1
Klingon, Fed, Orion carriers/groups	2
Lyran Fighters	2
Kzintis, Romulans, Gorns, ISC	2

If the enemy force contains units from two or more categories, use a single die roll but resolve each such category separately at its own Adjusted Battle Intensity Rating. If a SWAC goes wild, it has a degraded chance of surviving the battle round; see (518.33). Note that use of a wild SWAC will also affect the battle intensity of the Federation force which employs it (including allied ships) since Federation (and allied) seeking weapons are attracted by the wild SWAC also.

(518.44) In the event that several SWACs are available for use in a given battle, those assigned to the EW role (518.41) are cumulative, while those assigned to disrupt drone bombardment or go wild are not additive, and only one of each would count.

EXAMPLE: A Federation fleet including a CVA with two SWACs is defending a planet (with no SWAC of its own) against a combined Klingon-Lyran fleet. During the second battle round, the CVA deploys one SWAC to disrupt drone bombardment and the second to go wild and disrupt the attack forces.

SWAC #1 cancels the effects of the three Klingon D6Ds, costing the Klingons 12 points of Combat Potential and their composure. The Federation player dedicates 12 points of his own offensive potential to protect this SWAC, resulting in a +2 shift on the die roll. A die roll of 4 becomes a 6, and SWAC #1 survives the incoming wave of bombardment drones.

SWAC #2 is used to degrade the enemy attack. The Battle Intensity is 5, and the Coalition die roll is a '2' in this case. The Coalition Fleet includes:

Five Lyran ships and a Klingon mauler (total 44 ComPot) that are not affected by SWACs. These produce 6 damage points (25%).

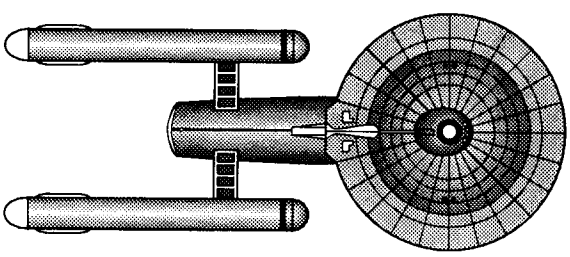
Four Klingon warships (total 27 ComPot) are affected by a -1 BIR, reducing their intensity to 4. They score 5 damage points, although they would have scored 7 without the SWAC modifier.

The Lyran fighters (total 6 ComPot) which have their BIR adjusted by -2 (to 3), with a result of 20% (1 damage point).

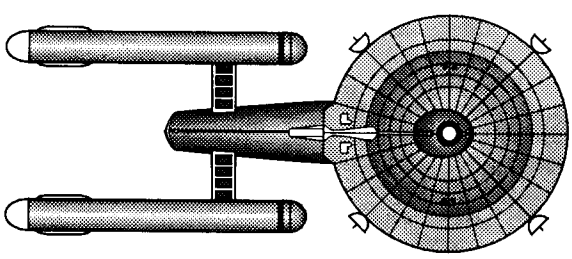
The entire Coalition force (including the 12 drone factors) would have scored 22 points but, because of SWACs, scored only 16. The SWAC was protected by 6 points of Federation offensive ComPot (a total of 18 points assigned to protect SWACs), but a die roll of '2' (even modified to '3') means that it did not survive.

During the subsequent Directed Damage Step, the Coalition player uses 4 damage points to destroy SWAC #1, which only thought it was going to survive this battle.

NOTE: The concept of portraying SWAC shuttles in F&E was suggested by Tony Wong of Alberta, Canada. His original proposal made up less than 10% of the material presented here, indicating (perhaps) how extensively new rules must be developed before they can be added to a game system.



FEDERATION STRIKE CARRIER



FEDERATION LIGHT CARRIER

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(607.0) THE FOUR POWERS WAR

(Y157–162) *by Steve Rossi*

Taking advantage of the disrupted state of the Lyran Empire during and after the Civil War of Y156–157, the Hydrans launched a surprise attack on Lyran territory. The Hydrans assumed that this would be an isolated incident and were not prepared for a full-scale long-term war. There were grounds to assume that friction between the counties of the Lyran Empire would prevent a coordinated Lyran response and that the Enemy's Blood Duchy could be induced to make a deal.

The Hydrans were utterly mistaken. Faced with an external threat (or the chance of new conquests), most of the Lyran counties buried their differences and counter-attacked. (The Far Stars Duchy excused itself, citing the long-term goals of building up their distant domain.)

This was originally known as the "Fifth Lyran-Hydran War."

The Klingons, seeing the Hydrans engaged by Lyran attack, took the opportunity to attack the Kzintis, their ancient enemies. The Klingons had hoped that the Hydrans would be too busy with the Lyrans to honor the Kzinti-Hydran Defense Pact. They were as mistaken about the Hydrans as the Hydrans were about the Lyrans, and the Hydrans (who still held the initiative at that stage, not to mention a number of unsettled grievances with the Klingons) shifted forces to launch a spoiling attack on the Klingon border.

The war then reached full scale when the Lyrans were politically prompted by the Klingons to attack the Kzintis. This was, however, almost a technicality as all four races were already at war and coordinating with their respective allies.

In Fall Y158, the Lyrans reached an agreement with the Lyran Democratic Republic under which the LDR shipyard was upgraded and the Lyrans used it for repairs. The LDR remained technically neutral. While the Hydrans were annoyed by the LDR-Lyran pact, they avoided driving the LDR any closer (politically) to the Lyran Empire. Doing so would simply add the LDR fleet to the Lyran fleet and force the Hydrans to reinforce their border with the LDR. The LDR might have rejoined the Lyran Empire in any case except for the lingering memories of the abortive Klingon-LDR War the previous year.

Trying to remain out of the war, the Federation (in Y158) threatened the Klingons with attack, but the Klingons countered with the Treaty of Smarba, vastly increasing the Romulan threat to the Federation and eliminating the Federation threat to the Klingons. The result was that even more Klingon units were released for the war with the Hydrans and Kzintis.

The Lyran-LDR Shipyard Agreement continued until the Spring of Y161. At that point, the Hydrans offered to give gatling phaser technology to the LDR in exchange for an abrogation of the Shipyard Agreement. The LDR, looking toward its long-term future, quickly agreed. This almost provoked a Klingo-Lyran invasion of the LDR. The Hydrans renewed their attacks on the Lyrans at this time, using their new command cruisers, and prevented the planned attack on the LDR. The two Coalition powers decided to set the LDR problem aside until the Hydrans were defeated.

In Spring Y161, the Kzintis introduced the fighter shuttle using Hydran technology (or at least Hydran doctrine). This is probably the largest single reason why the war ended. Originally deployed on planetary defenses, starbases, and the new battlestations, the attack shuttles stiffened the Kzinti defenses and made any Klingo-Lyran attack too expensive. The Hydrans had used fighters for a considerable time, but their ships were comparatively weak, and the fighters were considered only extra weapons. The deployment of new hellbore-armed Hydran ships in increasing numbers made their forces more powerful, devastatingly so when used against Klingon shields or Lyran ESGs.

Finding themselves on the wrong end of a technology shift, the Coalition realized that victory was impossible and a devastating defeat was only a few years in the future.

The Kzintis and Hydrans, however, knew that they could not assume the offensive for several years and saw a continuing war of attrition as a meaningless exercise. They offered a ceasefire, which the Coalition quickly accepted. In the following years, the Klingons quickly developed stronger shields and their own fighters, while the Lyrans made minor shield improvements and shunned fighter development (partly due to the promises of a project to design an ESG that was immune to hellbore damage, a project that never worked but did yield capacitor technology).

The seeds of the General War had been sown.

(607.1) GENERAL SCENARIO RULES

(607.11) FIGHTERS: No race except the Hydrans may utilize fighters on Turns 1–7. The Hydrans have fighters on their ships, bases, and PDUs. The Kzintis receive fighters on all of their bases and PDUs on Turn 8 and must purchase fighters for new bases and PDUs from Turn 8 until the end of the scenario.

(607.111) Carriers are not used in this scenario with the exception of the Hydran hybrid carriers.

(607.112) The first Kzinti Carrier, the *Long-Lean,* did not enter service until just after the Four Powers War. To simulate its earlier arrival, it can be converted from a DD for 2 points (plus fighters) on Turn 9 or later.

(607.12) LDR: Lyran Democratic Republic is province 0711. It is a minor neutral power.

(607.121) Crippled Lyran ships may be repaired at and may retrograde to LDR battlestations and the LDR planet in 0711. The Lyrans must pay the repair cost. Lyran ships in the LDR may draw supply from LDR sources. This agreement lasts from Fall Y158 (Turn 3) to Spring Y161 (Turn 8); see (607.125). It cannot be used on Turns 1–2. It cannot be used by Klingons.

(607.122) All Lyran units must leave the LDR on Lyran Turn 9 or be interned. Repair and supplies are not available from the LDR from Turn 9 until the end of the scenario.

(607.123) Uncrippled Lyran ships cannot enter the LDR except to accept internment. (Lyran non-ship units may enter the LDR.) Repaired Lyran ships must leave the LDR on the turn they complete repairs; they cannot be designated as reserve units. Lyrans cannot trace supply routes through the LDR. Lyran ships leaving the LDR must first enter a hex which is in supply from Lyran sources other than the LDR without passing through LDR territory. Klingons entering the LDR must accept internment.

(607.124) The LDR provides one economic point to the Lyran Empire each turn from Turn 3 to Turn 8.

(607.125) If the Lyrans are not at war with the Kzintis, the Hydrans will give the LDR gatling phaser technology sooner (Turn 4 or later), terminating the LDR Shipyard Agreement prematurely. If the Hydrans are not able to trace a line of supply to any LDR hex, then the LDR Shipyard Agreement is not terminated until that line of supply is formed.

(607.13) ECONOMICS: For your convenience, the beginning Wartime economies of the four races are:

Race	Klingon	Lyran	Hydran	Kzinti
Eco	116	93	74	89

(607.131) The Hydrans begin Turn 1 at Wartime economy; everyone else is at Peacetime. Each race will switch to Wartime economy only when it attacks an enemy, or on its player turn after it has been attacked. In a purely historical game, the Lyrans would go to Wartime economy on Turn 2 because they were attacked on Turn 1, and the Klingons would go to a Wartime economy on Turn 2 when they attacked the Kzintis. The Kzintis would go to a Wartime economy on the second half of Turn 2 because they were attacked on the first half.
(607.132) The Klingons receive no economic points for the seven provinces bordering the Federation (this includes two major and one minor planet).
(607.133) OFF–MAP AREAS: There is no off-map exploration, and there are no survey ships.

The Lyrans receive no economic points from the Far Stars off-map area, but do receive points from the LDR (607.12).

The Kzintis receive only 13 points for their off-map area.

The Hydrans receive their full off-map area economics.

(607.14) TUGS AND PODS
(607.141) Battle pods cannot increase a tug's command rating above 9. There are no carrier pods.
(607.142) Lost pods can be replaced; new pods cannot be built.
(607.143) Repair pods became available in Y160. Tugs cannot perform mission E until Turn 6.

(607.15) LYRAN CIVIL WAR: To reflect unreplaced casualties from the just-ended Lyran Civil War, the Lyran player and the Kzinti player each select three ships from each of the four Lyran fleets (no tugs or CCs). These are arranged in four groups of six (one per fleet) in any order selected by the Lyrans. The Alliance player rolls two dice for each fleet, and the Lyran player must cripple the ships that correspond to the die rolls. If both die rolls are the same, the ship is destroyed. Does not count for victory.

(607.16) BASES: All BATS are BATS; the upgrade from base stations prioritized those most likely to be in combat. Mobile bases were first deployed in Y140 and are available, but due to the technology limitations prior to Y167, MBs take two turns for Step 2 of the set up (510.22).

(607.17) SUPPLY: The supply range (411.1) is 4 hexes, not 6. No more than one tug per race can be a supply point. No more than one convoy per race. No supply can be drawn from captured planets.

(607.18) COMBAT
(607.181) Drone bombardment can only be used in battle rounds involving enemy bases, PDUs, FRDs, convoys, and planets. (This is due to slow drone speeds.)
(607.182) If more than half of the attack factors in a Hydran battle force are from DG, LM, K, CR, or CU ships, AND if more than half of the defense factors in the opposing battle force are Klingon, the Hydrans gain a +1 on their Battle Intensity.

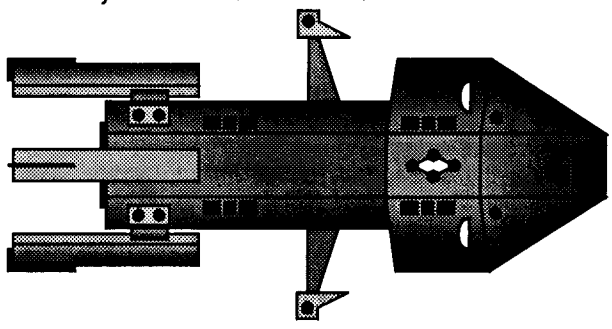
(607.19) MAP AREA USED: Hydran, Lyran, LDR, Kzinti, and Klingon space, plus the neutral zone hexes between those races. Any units entering Federation or Tholian space, or neutral zone hexes adjacent to Federation and Tholian territory, are interned for the remainder of the game. The Hydrans cannot provoke Federation involvement as they tried to do in the General War; neither can the Kzintis. There are no restrictions on Coalition forces entering the Kzinti Marquis area.

(607.2) TIME TABLES FOR THE SCENARIO

TURN 1, FALL Y157
Historical: Hydrans attack the Lyrans.
HYDRAN Available: Gold Fleet, Second Fleet, Old Colonies, plus the Home Fleet (except for one RN and one HN).
LYRAN Available (If attacked): Home Fleet, Enemy's Blood.
KLINGON, KZINTI: No movement unless attacked.
NOTE: The game begins with the Alliance portion of Turn 1. The first half of Turn 1 (the Coalition Player Turn) IS played, but none of their ships can move since the fleets have not been released.

TURN 2, SPRING 158
Historical: Klingons attack Kzintis, Hydrans attack Klingons.
HYDRAN Available: All Fleets.
LYRAN Available: Enemy's Blood Fleet, Home Fleet. May attack Hydrans if Hydrans have not attacked them.
KLINGON Available: North and Northern Reserve, Tholian Border Squadron. If Hydrans attack, West and Southern Reserve are released. Home Fleet is released if Hydrans or Kzintis move within 3 hexes of 1411. Klingons may attack Kzintis but not Hydrans.
KZINTI Available: Fleets released by Klingon attack, plus Home Fleet if Klingons attack. Kzintis may attack Lyrans if Klingons have not attacked Kzintis (due to Hydran-Kzinti Defense Pact) using the Count and Home fleets, plus all new construction.

TURN 3, FALL Y158
Historical: Lyrans attack Kzintis, Lyran-LDR shipyard deal.
HYDRAN Available: All Fleets.
LYRAN Available: Enemy's Blood Fleet, Home Fleet, Red Claw Fleet. May attack Hydrans or Kzintis. LDR-Lyran Shipyard Agreement in force unless Lyrans do not attack Kzintis; see (607.125). Far Stars Fleet is released (and Far Stars provinces produce income) if any enemy enters 0408.
KLINGON Available: All except Fleet of the East and Home Fleet. Klingons may attack Kzintis and/or Hydrans.
KZINTI Available: Fleets released by Klingon or Lyran attack, plus Home Fleet if Klingons or Lyrans attack. Baron's fleet arrives at 1401 by strategic movement. Kzintis may attack Klingons (using Home and Duke fleets plus new builds) if the Klingons are at war with the Hydrans but not the Kzintis.



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TURN 4, SPRING Y159
Historical: The War continued.
HYDRAN Available: Same as Turn 3.
LYRAN Available: Same as Turn 3.
KLINGON Available: All except East Fleet and Home Fleet (unless those are released by enemy action).
KZINTI: All except Marquis Fleet. If capital is attacked or a Kzinti starbase has been destroyed, all of Marquis Fleet except the six ships provided in (601.12) are released. Those ships are released if Coalition forces enter their deployment zone.

TURN 5, FALL Y159
Historical: The War continued.
HYDRAN Available: Same as Turn 3.
LYRAN Available: Same as Turn 3.
KLINGON Available: All except East Fleet and Home Fleet. (Six ships from Home Fleet released due to signing of Treaty of Smarba).
KZINTI: Same as Turn 3.

TURN 6, SPRING Y160: Same as Turn 5.
Historical: Hydrans introduce Lord Marshall CC.
All races receive one set of tug repair pods (607.143).

TURN 7, FALL Y160: Same as Turn 5.

TURN 8, SPRING Y161: Same as Turn 5.
Historical: Kzintis introduce fighters.

TURN 9, FALL Y161: Same as Turn 5 except LDR-Lyran LDR-Lyran Shipyard Agreement is inoperative.

TURN 10, SPRING Y162: Same as Turn 9.

TURN 11, FALL Y162: The War Ends.

(607.3) FLEET DEPLOYMENTS

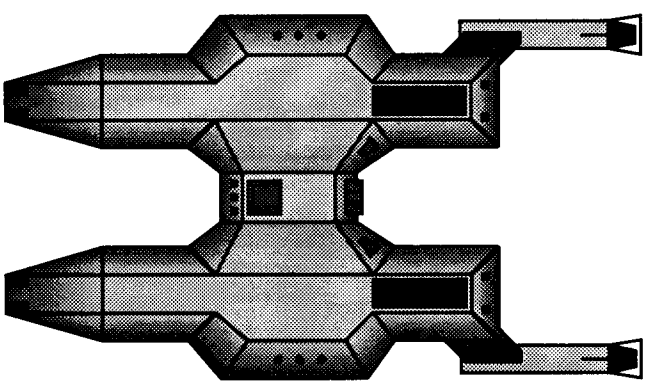
(607.31) HYDRAN: Home Fleet (0617): 1xLC, 3xRN, 3xLN, 2xHN, 1xCR, 1xSC, 1xTG, 2xFRD, 2xMB, 1xRESV.
Gold Fleet (0716): 1xLC, 3xRN, 3xLN, 2xHN, 1xCR, 1xSC, 1xTG, 1xRESV.
First Fleet: 1xLC, 3xRN, 3xLN, 1xCR, 2xHN, 1xSC, 1xTG (deploy within 3 hexes of Klingon NZ).
Second Fleet: 1xLC, 3xDG, 3xK, 1xCR, 2xCU, 1xSC, 1xTG (deploy within 3 hexes of Lyran NZ).
Old Colonies Squadron: 1xLC, 3xLN, 1xCR, 2xHN (deploy off-map area).
PODS: 2xBattle.

(607.32) LYRAN: Red Claw Fleet: 1xCC, 4xCA, 5xCL, 5xDD, 5xFF, 1xSC, 1xTGC, 1xMB, 1xRESV (deploy in bases or provinces on Kzinti border and starbase 0404).
Home Fleet (0408 and 0608): 2xCC, 4xCA, 6xCL, 6xDD, 6xFF, 2xSC, 1xTGP, 1xMB, 2xFRD, 1xRESV.
Enemy's Blood Fleet: 1xCC, 3xCA, 4xCL, 4xDD, 4xFF, 1xSC, 1xTGC, 1xMB, 1xRESV (in bases or provinces on Hydran border including starbase 0411).
Far Stars (off map): 1xCC, 2xCA, 3xCL, 4xDD, 5xFF, 1xSC, 1xTGP.
PODS: 2xBattle.

(607.33) KLINGON: Home Fleet (1411): 1xD7C, 3xD7, 3xD6, 3xF5Q, 3xF5S, 6xE4, 1xTGB, 1xFRD, 2xMB, 1xD6D, 1xRESV. This fleet is released if enemy units move within 3 hexes of the capital (1411).
North Fleet: 1xD7C, 3xD7, 3xD6, 3xF5Q, 1xF5S, 3xE4, 1xTGA, 1xD6D. (Deploy within 2 hexes of Kzinti NZ, but not in 1807–1808.)
West Fleet: 1xD7C, 3xD7, 3xD6, 3xF5Q, 1xF5S, 3xE4, 1xTGA, 1xD6D. (Deploy within 2 hexes of Hydran NZ.)
East Fleet: 1xD7C, 3xD7, 3xD6, 3xF5Q, 1xF5S, 3xE4, 1xTGA, 1xD6D. Deploy in provinces adjacent to the Federation Neutral Zone, but not in 1707–1708. Released only if its deployment area is violated.
North Reserve (1509): 1xD7C, 3xD7, 3xD6, 3xF5Q, 1xF5S, 3xE4, 1xTGB, 1xD6D, 1xFRD, 1xRESV.
South Reserve (1716): 1xD7C, 3xD7, 3xD6, 3xF5Q, 1xF5S, 3xE4, 1xTGB, 1xD6D, 1xFRD, 1xRESV.
Tholian Border Squadron (2517): 1xD7C, 1xD7, 2xD6, 1xF5Q, 1xF5S, 3xE4, 1xRESV.
PODS: 2xBattle. (Note: F5Ls are F5Cs; same factors.)
Mothball Fleet: 48xD6, 24xF5, 24xE4. Activate 2xD6, 2xF5, 3xE4 beginning turn after capital is attacked. Must conduct and pay for activations and give ships to Romulans starting Y159. (Imperial War Reserve is also present; released if capital is attacked.)

(607.34) KZINTI: Home Fleet (1401): 1xCC, 3xBC, 3xCL, 6xFF, 1xDF, 1xSF, 1xFRD, 1xMB, 1xTGC.
Duke's Fleet: 1xCC, 3xBC, 3xCL, 6xFF, 1xDF, 1xSC, 1xTGC, 1xRESV (deploy within 2 hexes of Klingon Neutral Zone).
Count's Fleet: 1xCC, 3xBC, 3xCL, 6xFF, 1xDF, 1xSC, 1xTGT, 1xRESV (deploy within 2 hexes of Lyran Neutral Zone).
Baron's Fleet: 1xCC, 2xBC, 2xCL, 3xFF, 1xDF, 1xSC, 1xTGT, 1xFRD, (in the Kzinti Barony).
Marquis's Fleet: 1xCC, 3xBC, 3xCL, 3xFF, 1xDF, 1xSC, 1xTGT (in provinces on Federation border).
PODS: 2xBattle.

(607.35) GENERAL
Repair ships are used as per the F&E rules for Y168.
Set up in this order: Lyrans, Kzintis, Klingons, Hydrans.



A LYRAN "TIGER" HEAVY CRUISER
LOCKS ONTO A KZINTI STRIKE CRUISER

(607.4) PRODUCTION SCHEDULES

(607.41) HYDRANS: Spring Turns: 1xRN, 2xLN, 1xCR, 2xHN
Fall Turns: 1xDG, 2xK, 1xCR, 2xCU
Pre-War (Spring): 1xLN, 1xHN; (Fall) 1xDG or 1xK, 1xCU.
Can substitute LM for RN Y159+, LB for DG Y162+.
No conversions to LM or LB before dates shown.
Can substitute TG for RN or DG once per year.
Hydrans get 4 "free fighter points" per turn.

(607.42) LYRANS: All turns: 1xCA, 2xCL, 2xDD, 2xFF.
Pre-War: 1xCL, 1xDD, 1xFF. DD production cost = 5.
Can substitute TGP or TGC for CA once per year.

(607.43) KLINGONS: All turns: 1xD7, 1xD6, 1xF5Q, 3xE4.
Pre-War: 1xD7 (Spring, 1xD6 in Fall), 1xF5, 1xE4.
May replace D7 with TGA or TGB once per year.
Production cost of E4s is 3 points.

(607.44) KZINTIS: All turns: 1xBC, 3xCL, 3xFF.
Pre-War: 1xCL, 1xFF. (Y159, 1xDD replaces one CL.)
May replace BC with TGC or TGT once per year.

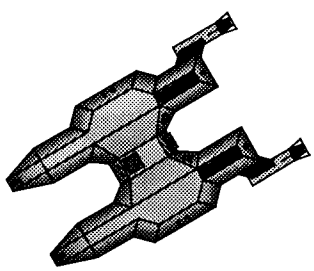
(607.45) ALL: The only conversions allowed are:
CAs to CCs
Warships to SCs, TGs, or drone ships
Transport tugs to combat tugs
Captured ships
Base upgrades (MB to BATS, BATS to SB)

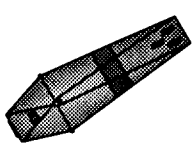
(607.5) VICTORY CONDITIONS

Score Victory points as follows:

per enemy BATS destroyed	2
per enemy SB destroyed	8
per 10 points (Compot) of enemy ships destroyed	1
per enemy province captured	4
per enemy minor planet devastated	1
per enemy major planet devastated	3
per enemy minor planet captured	2
per enemy major planet captured	5
per enemy home minor planet devastated	3
per enemy home major planet devastated	8
for devastating racial home planet†	12

† Klinshai, Kzintai, Hydrax, Lyrantan.





HYDRAN, LYRAN, KLINGON, AND KZINTI

(607.6) OPTIONAL RULES FOR FOUR POWERS WAR

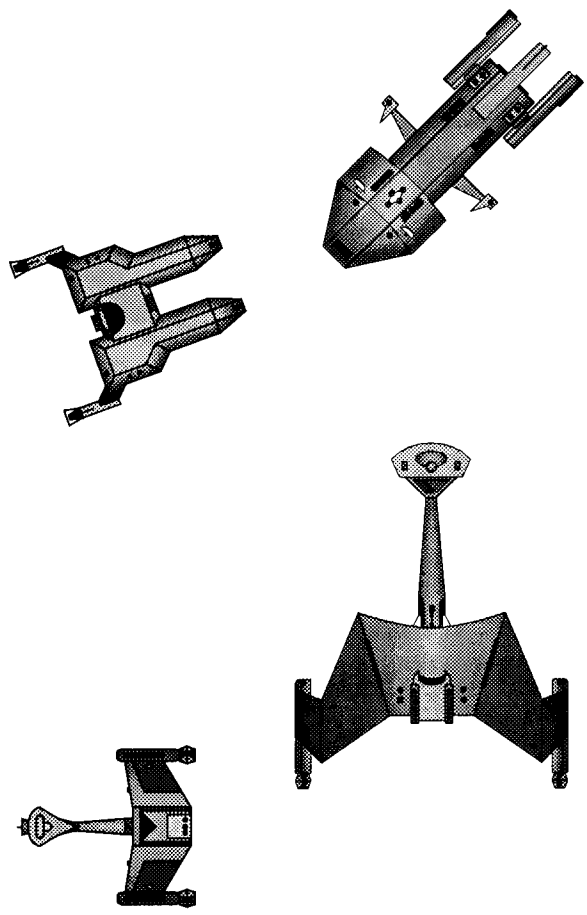
(607.61) TEN-POINT DREADNOUGHTS: Inconclusive data indicates that many races may have operated an early form of the DN during this period. If so, these ships would have a combat and command rating of 10, a production cost of 12, and could not be converted from other ships. (Exception: Lyrans can convert from CA or CC for 4 points; max one per year.) Players can experiment with these by using the BCH counters. Add two to the Kzintis (D, H), three to the Lyrans (RC, H, EB), four to the Klingons (H, N, E, W), and two to the Hydrans (H, E). Production is one per year (Spring) in Wartime only. This is added to the schedule; it does not replace anything.

(607.62) HYDRAN FIGHTER CONVEYOR POD: The Hydrans can convert one (only) tug to a fighter conveyor (513.5).

STRATEGY: To win, the Coalition must select a strategic focus (north or south) and stick with it. ✪✪✪

PLAYTESTERS

William J. Walters, Carl Rosemann, Rich Barlow, Barry Lasley, Paul Dugan, Oliver D. Upshaw III, Greg Ernest, James Chou, Todd Dillen, Angela Dillen, Matthew J. Cafiero, Richard L. Goranson, Jeffery DeBraal, James Moran, Andrew Patterson, J. Wagner, Chris Osborne, P. Keller, Mike West, David Jensen, Cathy Jensen, Julian Laisnez, Paul L. Ross II, C. J. Farley, and Steve Rassmanson.



SHIPS SQUARE OFF IN THE FOUR POWERS WAR

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(608.0) GALE FORCE

This scenario covers the three-turn period from Fall Y175 through Fall Y176, the period of the last great Coalition Offensive. The Klingons and Romulans had seized large tracts of Federation territory, while (with Lyran help) keeping the Hydrans and Kzintis pinned down. The Gorns had just begun major offensive operations. The initial impetus of the Coalition invasion of the Federation had stalled, and the Alliance was nearing readiness for a major counter-offensive. The Coalition knew that this was its last best chance to win the General War.

This scenario is divided into seven Sector Scenarios, each of which covers only a small part of the front lines. Players should find it possible to play one of these Sector Scenarios in a single session (some take less time than others). If more time (or more players) are available, two or more of the Sector Scenarios can be combined.

(608.1) SCENARIO NOTES

(608.11) WAR: The Alliance (Hydran, Kzinti, Federation, Gorn) is at war with the Coalition (Klingon, Lyran, Romulan). All of their forces are released and are available for use anywhere within the limits of other rules.

(608.12) ECONOMIC EXHAUSTION: The Klingons, Kzintis, Lyrans, Hydrans, and Romulans multiply their income by 0.75 on Turns 16 and 17 as per (652.3).

(608.13) TREASURY: All races start with zero EPs in their treasury. No deficit spending after receiving income on the third turn.

(608.14) SET UP in this order: Hydran, Kzinti, Tholian, Federation, Lyran, Klingon, Romulan, Gorn.

(608.15) EXPLORATION: Off-map exploration points:

Federation	196	Kzinti	147
Gorn	21	Lyran	147
Hydran	126	Romulan	12
Klingon	91	Tholian	0

Convert these points to provinces as per (505.2).

(608.16) COMMAND POINTS accumulated:

Federation	0	Kzinti	1
Gorn	2	Lyran	1
Hydran	5	Romulan	2
Klingon	1	Tholian	0

These points are allocated to the Sector Scenarios.

(608.17) BATTLESHIPS: The Klingons have two B10s under construction at the capital shipyard. They have accumulated 28 points and 14 points, respectively. One of these ships is allocated to Sector C (14) and the other to Sector D (28). This rule may be disregarded at the option of the Klingon player.

(608.18) MOTHBALL RESERVES: The Klingons have 2xD6 in mothball reserves; these are allocated to Sector D. The Federation has no ships in mothball reserves.

(609.19) ALLIANCE TUGS can be assigned to missions A, B, D, or M at the start of the scenario.

(608.2) SCENARIO SCHEDULE

The scenario starts on Turn 15, Fall 175, with the Coalition player turn and proceeds through Turn 17, Fall Y176, ending with the Alliance player turn.

(608.3) VICTORY CONDITIONS

Use the victory conditions in (603.3) if playing all of the Sector Scenarios as a single integrated campaign. If playing a single Sector Scenario, use the victory conditions included in that Sector Scenario. If playing more than one, evaluate the results in each sector by its own victory conditions.

(608.4) SCENARIO CONDITIONS

This scenario is designed to be played independently, without first playing through Turns 1 through 14. Use the set ups given in the Sector Scenarios.

(608.41) PLANETS AND BASES: Unless noted otherwise, a race's planets are producing at the undevastated rate and all bases correspond with the original placement. Captured planets and provinces must be garrisoned; garrisons cannot be voluntarily withdrawn. No captured planet begins with PDUs on it.

(608.42) CARRIERS: All references to carriers in the set up refer to the individual ships and *not the groups.* Do not use Swarms (514.0).

(608.43) GHQ FORCES: In all of the Sector Scenarios, some forces are listed as "GHQ (General HeadQuarters) Forces." These represent strategic reserves committed to the theater. When combining two or more Sector Scenarios, some or all of the GHQ forces from one Sector Scenario can be removed from that Sector Scenario and added to the GHQ forces of the same race in any other Sector Scenario. (If a given race has no GHQ forces in a given scenario, GHQ forces cannot be transferred there.) GHQ forces can be deployed anywhere within the set up area of the owning race.

(608.44) ECONOMICS: When playing one or more of the Sector Scenarios, use the economic rules provided for that Sector Scenario. When using all of the Sector Scenarios as a combined scenario, use the standard economic rules. When playing two or more Sector Scenarios in combination, each race can co-mingle the income (along with the free fighters, command points, etc.) from all Sector Scenarios it is part of.

(608.45) SURVEY SHIPS: The races have the following number of survey ships in off-map service:

RACE	#	RACE	#
Federation	7	Kzinti	3
Gorn	2	Lyran	3
Hydran	3	Romulan	3
Klingon	2	Tholian	0

Income from off-map areas is allocated to the sector comprising that race's main effort.

(608.46) NEW PRODUCTION ships appear at the capital shipyard (even if not in the sector) and move normally [including free strategic movement (204.31)] from that point. Starbases in the capital (plus 2907 and 3008) can perform conversions for any sector. This allows an exception to the Sector Boundary movement rule. Certain units (maulers, drone ships, SFG ships, auxiliary carriers) are defined as "key offensive units." No sector can purchase more than one of these per turn unless it is the race's main effort. Only the theater of the major effort can purchase DNs or CVAs or utilize the scout and drone ship substitutions.

(608.47) ORIONS cannot be used unless all seven sectors are being played as a single unified scenario.

(608.48) SECTOR BOUNDARIES: Units may not leave the areas of their Sector Scenario. If two or more adjoining Sector Scenarios are played together, the forces and areas are considered combined for this purpose. Units which move [except by 608.46)] or retreat out of their sector are not destroyed, but are considered to have been irrevocably transferred to the other sector. Units may draw supply from sources in other sectors (assume that the front line in other sectors has not changed).

(608.A) THE HYDRAN FRONT

HISTORICAL PERSPECTIVE: For the Klingons and Lyrans, this Sector was a backwater separated from the main front. For the Hydrans, this was their main and only effort. The Hydrans had completed construction of a new shipyard in the Old Colonies and were ready to begin the liberation of their space.

AREA OF THIS SCENARIO

- All Hydran territory.
- Klingon territory south of the xx09 hex row inclusive and west of the 14xx hex column inclusive, plus hexes 1008 and 1408.
- Lyran territory south of the xx09 hex row inclusive.
- All Neutral Zone hexes adjacent to Hydran territory and those between Klingon and Lyran territory south of the xx09 hex row.

(608.A1) HYDRANS: All Hydran forces are in the off-map area. All Hydran planets (except those off-map) have been devastated and captured. All Hydran provinces have been captured. All Hydran on-map bases have been destroyed.

This Sector is the Hydran Main Effort.

HYDRAN FORCES

Warships: 2x PAL, 1x LB, 5x RN, 2x DG, 1x HR, 1x TR, 1x LN, 1x KN, 1x CR, 1x HN, 2x CU.
Carriers: 1x UH, 1x CV, 1x ID, 3x DE, 2x DWE, 6x AH, 1x NEC, 2x NCV, 1x LAV, 2x SAV.
Support ships: 2x SC, 2x NSC, 1x FRD, 1x TG, 1x LTT, 1x MB.
Pods: 2 carrier (VP), 2 battle (BP). (The FCP and FSP were lost earlier in the war and had not been replaced at this point.)
Other: 2x Reserve markers, 5x Command Points, 2x Repair Ships.
The concept of GHQ forces does not apply to the Hydrans, who appear only in this Sector.

(608.A2) LYRANS: The Lyrans occupy the following provinces: 0114, 0316, 0614, 0714, 0716. They have captured all planets in those provinces. They hold Neutral Zone hexes 0113, 0213, 0314, 0414, and 0514. (Neutral Zone hexes 0613, 0713, and 0813 are also held by the Lyrans, but any income they generate goes to Sector B.)

All pre-war Lyran bases are intact or have been replaced. The Lyrans have built a BATS at 0117.

LYRAN FORCES (Set up in Lyran-occupied provinces or Lyran territory south of the xx09 hex row inclusive.)

Warships: 1x DN, 1x CC, 2x CA, 9x CW, 11x DW, 5x FF.
Carriers: 1x CVL, 1x CWE, 1x DWE.
Support ships: 1x TGP, 1x SC, 1x CWS, 1x STJ, 1x DWS, 1x FRD, 1x MB.

LYRAN GHQ FORCES (See 608.43)

Warships: 1x BC, 1x CL, 1x DW, 1x FF.
Support ships: 1x LTT, 1x FRD.
Other: 1x Reserve Marker, no Command Points, 1x Repair Ship, one Carrier Pod (VP).

LYRAN SECTOR A PRODUCTION

Fall Y175: 1x CA, 1x CW, 1x DW, 1x FF
Spring Y176: 1x CA, 1x CW, 1x DW, 1x FF
Fall Y176: 1x CA, 1x CW, 1x DW, 1x FF

(608.A3) KLINGONS: The Klingons occupy the following provinces: 0118, 0517, 0718, 0917, 1217, 1015. They have captured all planets in these provinces. They hold Neutral Zone hexes 1215, 1316, 1317, 1318, and 1319. (Neutral Zone hexes 1115, 1014, and 0909–0914 are also held by the Klingons, but their income goes to Sector D.)

All pre-war Klingon bases are intact or have been replaced. The Klingons have built a BATS at 0218 and another starbase in 1411.

KLINGON FORCES (Set up in Klingon-occupied provinces or in Klingon territory south of the xx09 hex row inclusive and west of the 14xx hex column inclusive)

Warships: 1x C8, 1x D7C, 2x D6, 7x D5, 4x F5Q, 4x E4.
Carriers: 1x D6V, 2x F5V, 2x E4A, 1x LAV.
Support ships: 1x D6D, 1x TGB, 1x LTT, 1x MB, 1x FRD, 1x D5S, 1x F5S, 1x Convoy.

KLINGON GHQ FORCES (See 608.43)

Warships: 1x D7, 1x F5L, 1x F5, 1x E4.
Support ships: 1x D5A, 1x LTT, 1x MD5.
Other: 1x Reserve Marker, no Command Points, 1x Repair Ships.

KLINGON SECTOR A PRODUCTION

Fall Y175: 1x D6, 1x D5, 1x F5.
Spring Y176: 1x D5W, 1x D5, 1x F5.
Fall Y176: 1x D7, 1x D5, 1x F5L.

(608.A4) ECONOMIC RULES FOR SECTOR A

NOTE: As per (608.12), the Klingons, Lyrans, and Hydrans all multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.A41) HYDRANS: The Hydrans (who appear only in Sector Scenario A) use the complete normal economic system.

The Hydrans receive one command point on Turn 15, but not thereafter due to economic exhaustion. Additional command points can be purchased under (308.97). The Hydrans have accumulated five command points for this sector before the scenario begins (608.16).

The Hydrans may use one repair tug.

(608.A42) LYRANS: The Lyran player in this Sector Scenario has the following income:

- Whatever income can be produced from captured Hydran provinces and planets and one province formed from the captured Neutral Zone hexes (7 points, less any areas recaptured or disputed by the Hydrans or transferred to the Klingons),
- Plus 40 points from the general treasury,
- Less any Lyran territory in this sector captured or devastated by the Hydrans. (Note that no points are received for uncaptured Lyran territory; these are included in the "general" points.)

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the special Lyran production schedule. Free fighters are not available to production for this sector.

The Lyrans can use the BATS along the original Hydran border (and the new one at 0117, and their FRD) to repair damaged ships. The Lyrans can use the starbase at 0411 to make conversions or repairs. If the Lyrans later

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build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available for this Sector Scenario. The Lyrans may purchase one command point per turn under (308.97).

The Lyrans may not use repair tugs.

(608.A43) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured Hydran provinces and planets and one province formed from the captured Neutral Zone hexes (19 points, less any areas recaptured or disputed by the Hydrans or transferred to the Lyrans),
- Plus 20 points from the general treasury,
- Less any Klingon territory in this sector captured or devastated by the Hydrans. (Note that no points are received for uncaptured Klingon territory; these are included in the "general" points.)

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

New production is taken from the special Klingon production schedule. Free fighters are not available to production for this theater.

The Klingons can use the BATS along the original Hydran border (and the new one at 0218, and their FRD) to repair damaged ships. The Klingons can use the starbase at 1716 to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available for this Sector Scenario. The Klingons may purchase one command point per turn under (308.97).

The Klingons may not use repair tugs.

(608.A5) VICTORY CONDITIONS

Victory for each player is, to some extent, determined independently.

HYDRANS: The Hydrans win a DECISIVE VICTORY if they destroy both of the BATS in 0117 and 0218 (and they are not replaced),

AND if their total offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is equal to or greater than their original combat strength (bases and PDUs are not counted for this purpose),

AND if they have any ships on the map at the end of the Coalition Player Turn on Turn 17.

The Hydrans win a TACTICAL VICTORY if they satisfy two of the three conditions for a Decisive Victory.

The Sector Scenario is a DRAW if the Hydrans meet one of the conditions for a Decisive Victory.

If the Hydrans destroy one, but not both, of the BATS (0117, 0218), this counts as satisfying one victory condition, but cannot count as satisfying the "third" victory condition.

The Hydrans LOSE the Sector Scenario if they meet none of the conditions for a Decisive Victory.

COALITION: The Coalition forces win a DECISIVE victory if they meet all three of the following conditions at the end of Turn 17.

- Both of the BATS at 0117 and 0218 still exist or have been replaced or upgraded. If one BATS has been upgraded to an SB, this satisfies the condition that both BATS survive (even if the other did not). Replacement bases must be built in one of these hexes (0117, 0118, 0119, 0217, 0218, or 0219) to count for this purpose. Replacement bases cannot be built in the same hex as a surviving base.
- Total Coalition offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is equal to or greater than their original combat strength. Bases and PDUs are not counted for this purpose.
- Total Hydran offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is less than their original combat strength. Bases and PDUs are not counted for this purpose.

The Coalition wins a TACTICAL VICTORY if it meets two of the above conditions.

The Coalition wins a DRAW if it meets any one of the above conditions.

The Coalition is DEFEATED if it cannot meet any of the three above conditions.

DESIGN NOTE: SECTOR INCOME

How the income is divided between sectors for those races that have units in more than one sector may be initially confusing to some players. (For example, the Lyran planets and provinces in sector A cannot provide enough income to generate the EPs allocated to the Lyrans in that sector, while Lyran territory in Sector B generates more money than the commander of Sector B is allowed to spend for his ships and conversions.)

The scenarios are set up so that the total amount of income for each race is divided across all of the sectors that race has forces in. (For example, the Klingons have allocated part of their EPs to sectors A, B, C, D, and G.)

If you are playing a given sector where you are allocated EPs "from the general treasury" which include funds generated by hexes in other sectors (for example, the Klingons in Sector A), you need not even count the income from your original territory in that sector — unless you lose a province or planet. If you do, the national government will consider this loss to be your fault and will reduce your "from the general treasury" allocation by an equal amount.

Once you understand this, the "equation" used to calculate the EPs available in each sector for the Lyrans, Klingons, Federation, and Romulans will make more sense.

(608.B) THE KZINTI FRONT

HISTORICAL PERSPECTIVE: The Lyrans made this sector their main effort, much to the anger of the Klingons who wanted to keep the Kzintis contained while concentrating Coalition forces against the Federation. The Kzintis had been husbanding their forces during the previous three years and were ready to begin a major offensive at the first sign of Coalition weakness.

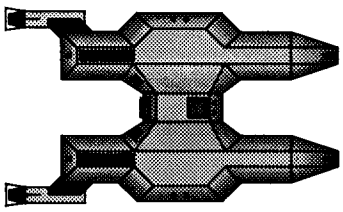
AREA OF THIS SCENARIO: All Kzinti territory. Klingon provinces 0906, 1107, and 1507. Lyran territory north of the xx08 hex row inclusive. All Neutral Zone hexes adjacent to Kzinti territory. Neutral Zone hexes 0805 through 0808.

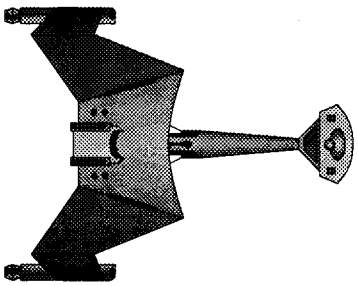
(608.B1) KZINTIS: All Kzinti forces are in the off-map area or the capital hex. All Kzinti planets (except those off-map or in 1401) have been devastated and captured. All Kzinti provinces have been captured except 1401. All Kzinti on-map bases (except those in 1401) have been destroyed.

The capital system has a major planet with four Brigades, a minor planet with a Regiment, two starbases, and a BATS. The other planets in the capital hex are undevastated, but have no defenses.

This Sector is the Kzinti Main Effort.

KZINTI FORCES (Set up in hex 1401 or off map)
Warships: 3x DN, 4x CC, 7x BC, 2x CL, 14x CM, 2x DD, 9x FF.
Carriers: 2x CVA, 4x CV, 4x CVL, 2x CMV, 3x CVE, 9x MEC, 2x DWE, 10x EFF, 1x LAV, 2x SAV.
Support ships: 1x CD, 3x MDC, 2x MSC, 4x DF, 2x SDF, 3x SF, 2x TGT, 2x TGC, 1x LTT, 1x FRD, 1x MB.
Pods: 6x Carrier (VP), 4x Battle (BP), 1x CVA (VAP).
Other: 2x Reserve markers, 1x Command Point, 2x Repair Ships.
The concept of GHQ forces does not apply to the Kzintis, who appear only in this Sector.





(608.B2) LYRANS: The Lyrans occupy the following provinces: 0701, 0903, 0901, 1101, 1104, 1402, and 1501. They have captured all planets in those provinces. They hold Neutral Zone hexes 0601, 0602, 0603, 0704, 0805, 0905, 1005, 1106, 1206, and 1306 (two provinces).

All pre-war Lyran bases are intact or have been replaced. The Lyrans have built a BATS at 1305.

This Sector is the Lyran Main Effort.

LYRAN FORCES (Set up in Lyran-occupied provinces)
Warships: 4x DN, 3x BC, 2x CC, 7x CA, 12x CW, 2x DD, 12x DW, 6x FF.
Carriers: 1x CV, 2x CVL, 3x CWE, 2x DWE, 2x FFE.
Support ships: 1x TGC, 1x STT, 1x STJ, 2x CWS, 1x DWS, 1x SC, 1x Convoy.
Pods: 1x Battle (BP), 1x Carrier (VP).

LYRAN GHQ FORCES (See 608.43)
Warships: 1x DN, 2x BC, 2x CA, 4x CW, 3x CL, 6x DW, 3x FF.
Carriers: 1x CVL, 1x CWE, 1x DWE.
Support ships: 1x TGC, 1x TGP, 1x STT, 1x STJ, 1x LTT, 1x SC, 1x FRD.
Pods: 1x Battle (BP), 1x KBattle (KBP).
Other: 2x Reserve, 1x Repair Ship, 1x Command Point.

LYRAN SECTOR B PRODUCTION
Fall Y175: 1x BC, 1x NCA, 1x DW, 1x FF
Spring Y176: 1x DN, , 1x CW, 1x DW, 1x FF
Fall Y176: 1x BC, 1x NCA, 1x DW, 1x FF

(608.B3) KLINGONS: The Klingons occupy the following provinces: 1504, 1803, 1702, and 1901. They have captured all planets in those provinces. They hold Neutral Zone hexes 1406, 1506 (including the planet), 1606, 1706, 1806, and 1906, along with Neutral Zone hexes 1905, 1904, 1903, 2002, 2102, 2101, and Neutral Zone hexes 0806, 0807, and 0808.

All pre-war Klingon bases are intact or have been replaced.

KLINGON FORCES
(Set up in Klingon-occupied provinces)
Warships: 1x C8, 2x D7C, 6x D5, 1x F5W, 2x F5L, 4x F5, 1x E4.
Carriers: 1x CVT, 1x D7V, 1x F5V, 2x AD5, 2x F5E, 1x E4A, 1x SAV.
Support ships: 1x TGA, 3x D6D, 1x D6M, 1x D5S, 1x F5S, 1x FRD.
Pods: None.
Other: None.

KLINGON GHQ FORCES (See 608.43)
Warships: 1x D7, 3x D5, 2x F5L, 1x F5, 1x E4.
Carriers: 1x F5V, 1x F5E.
Support ships: 1x D7A, 1x D6S, 1x LTT, 1x MD5, 1x FRD.
Other: None.

KLINGON SECTOR B PRODUCTION
Fall Y175: 1x D7C, 2x D5, 1x F5W,1x F5.
Spring Y176: 1x D7, 2x D5, 1x F5W, 1x F5L.
Fall Y176: 1x D6, 2x D5, 1x F5W, 1x F5.

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(608.B4) ECONOMIC RULES FOR SECTOR B

NOTE: As per (608.12), the Klingons, Lyrans, and Kzintis all multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.B41) KZINTIS: The Kzintis (who appear only in Sector Scenario B) use the complete normal economic system.

The Kzintis receive one command point on Turn 15, but not thereafter due to economic exhaustion. Additional command points can be purchased under (308.97). The Kzintis have accumulated one command point for this sector before the scenario begins (608.16).

The Kzintis may use one repair tug.

(608.B42) LYRANS: The Lyran player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and two provinces formed from the captured Neutral Zone hexes (14 points, less any areas recaptured or disputed by the Kzintis or transferred to the Klingons),
- Plus income from the Neutral Zone hexes noted in Sector A (0613, 0713, 0813) [This will be irrelevant unless the Kzintis recapture some of the Neutral Zone hexes held at start.],
- Plus 60 points from the general treasury,
- Less any points lost if Lyran territory in this sector is captured or devastated by the Alliance,
- Plus all points from off-map exploration.

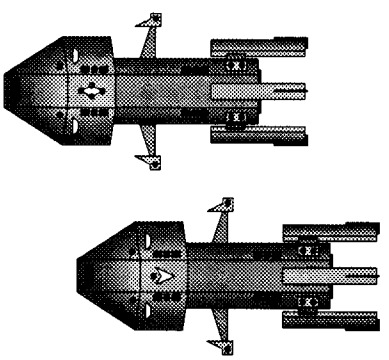
These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the special Lyran production schedule. Free fighters are available to production for this theater.

The Lyrans can use the BATS along the original Kzinti border (and the new one at 1305, and their FRD) to repair damaged ships. The Lyrans can use the starbase at 0404 and the capital to make conversions and repairs. If the Lyrans later build another starbase in this sector, they can use that for conversions and repairs also.

The Lyrans receive one command point on Turn 15, but not thereafter due to economic exhaustion. Additional command points can be purchased under (308.97). The Lyrans have accumulated one command point for this sector before the scenario begins (608.16).

The Lyrans may use a repair tug.



(608.B43) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and three provinces formed from the captured Neutral Zone hexes (10 points, less any areas recaptured or disputed by the Kzintis or transferred to the Lyrans),
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance,
- Plus 30 points from the general treasury.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

New production is taken from the special Klingon production schedule. Free fighters are not available for production for this theater.

The Klingons can use the BATS along the original Kzinti border (and their FRD) to repair damaged ships. The Klingons can use the starbase at 1509 to make conversions and repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available for this Sector Scenario. The Klingons may purchase one command point per turn under (308.97).

The Klingons may not use repair tugs.

(608.B5) VICTORY CONDITIONS FOR SECTOR SCENARIO B

For the Coalition:

The Coalition wins a DECISIVE VICTORY if it captures the Kzinti capital.

The Coalition wins a TACTICAL VICTORY if it devastates three major and three minor planets in the Kzinti capital (including both in the Kzintai System).

The Sector Scenario is a DRAW for the Coalition if, at the end of Turn 17, the Coalition has more total offensive combat strength, counting all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total), than the Kzintis do. Bases and PDUs are not counted for this purpose.

Any other result is a DEFEAT for the Coalition.

For the Kzintis:

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

There are no Coalition ships within 2 hexes of 1401 OR the Kzintis have captured three planets in Sector B which were held by the Coalition at the start of the scenario.

No more than two planets in 1401 are devastated.

The Kzintis have more more total offensive combat strength, counting all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total), than the Coalition does. Bases and PDUs are not counted for this purpose.

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

(608.B6) VARIANT: Make this sector the Klingon main effort. Allocate to this sector the GHQ forces from Sector D, the free fighters, repair tug, and command points.

(608.C) NORTHERN KLINGON-FEDERATION FRONT

HISTORICAL PERSPECTIVE: This was a sector of attrition. Klingon and Lyran forces in this sector were tasked to tie down Federation forces and prevent them from being transferred to sectors B or D. The Klingons used a limited offensive against the planet in 2306 to keep the Federation forces in the battle.

AREA OF THIS SCENARIO: Federation territory west of the line from 2701 through 2708 through 2011 inclusive. Klingon territory from the xx09 through xx12 hex rows inclusive east of the 15xx hex row inclusive and province 1707. Neutral Zone hexes from 1907 through 1912 inclusive.

(608.C1) LYRANS: The Lyrans hold no Federation territory or Neutral Zone hexes adjacent to Federation territory. There is a Lyran MB set up in 1411 (the Klingon capital) and a Lyran BATS in 1807. All original Lyran bases are intact (or have been replaced); none have been upgraded. All Lyran planets are undevastated and have their original defenses.

LYRAN FORCES (Set up in Klingon-occupied Federation provinces, or in Klingon territory within Lyran supply.)
Warships: 1x DN, 1x BC, 2x CA, 3x CW, 3x DW.
Carriers: 1x CVL, 1x CWE, 1x DWE.
Support ships: 1x TGC, 1x STJ, 2x LTT, 2x FRD, 1x Convoy.
Pods: See GHQ forces.

LYRAN GHQ FORCES (See 608.43)
Warships: 1x CW, 1x CL, 2x DW.
Carriers: 1x CVL, 1x CWE, 1x DWE.
Support ships: 1x LTT, 1x FRD, 1x STJ.
Pods: 1x K-Battle (KBP).
Other: 1x Repair Ship.

LYRAN SECTOR C PRODUCTION
Fall Y175: 1x CW, 1x DW, 1x FF
Spring Y176: 1x NCA, 1x DW, 1x FF
Fall Y176: 1x CW, 1x DW, 1x FF

(608.C2) KLINGONS: The Klingons have captured the following Federation provinces: 2004, 2007 including the planet in 2106. The Federation BATS in those provinces have been destroyed. The Federation BATS in 2010 has been destroyed; provinces 2010 and 2210 have been captured, but their income belongs to the Klingons in Sector Scenario D.

All original Klingon bases are intact (or have been replaced); none have been upgraded. All Klingon planets are undevastated and have their original defenses. The Klingons control the Neutral Zone hexes from 1907 through 1912 inclusive, including planet 1910. Note, however, that income from hex 1912 goes to sector D.

KLINGON FORCES (Set up in Klingon-occupied Federation provinces or Klingon or Neutral Zone territory within the area of this sector.)
Warships: 1x C8, 2x D7C, 3x D7, 2x D6, 1x D5W, 6x D5, 1x F5W, 3x F5L, 4x F5, 1x E4.
Carriers: 2x [D7V + AD5 + F5E], 2x [D5V + AD5 + F5E], 1x [F5V + E4A], 1x D6V, 1x CVT, 1x AD5, 2x F5E.
Support ships: 2x D6M, 2x D6D, 1x TGA, 1x TGB, 3x D5D, 2x D5S, 2x F5S, 1xFRD.
Pods: 2x Battle (BP), 1x Drone (DP).
Other: None.

KLINGON GHQ FORCES (See 608.43)
Warships: 2x C8, 2x D7C, 3x D5, 2x F5L, 2x F5, 2x E4.
Carriers: 1x F5V, 1x F5E, 1x SAV.
Support ships: 1x D7A, 1x D6M, 1x D6S, 1x MD5, 2x LTT, 1x F5S, 1x FRD.
Pods: 2x Carrier (VP2).
Other: 1x Reserve, 1 Repair Ship.

KLINGON SECTOR C PRODUCTION
Fall Y175: 1x D5W, 2x D5, 1x F5W, 1x F5L
Spring Y176: 1x D7, 2x D5, 1x F5W, 1x F5
Fall Y176: 1x D7C, 2x D5, 1x F5W, 1x F5

(608.C3) FEDERATION: The Federation controls those provinces within the area of this sector which have not been captured by the Klingons. All planets in the Federation-controlled area are undevastated and have their original defenses. All original bases within the Federation-controlled area are intact.

FEDERATION FORCES (Set up in Federation-controlled provinces)
Warships: 2x DN+, 3x CC, 2x CA, 3x NCL, 3x CL, 21x FF.
Carriers: 1x [CVA + NAC + DE + FFE + SWAC], 1x [CVS + DE + FFE], 2x [FFV + FFE], 1x CVL, 1x DE, 1x DWA, 2x FFE, 1x SAV, 1x LAV.
Support ships: 1x TG, 1x SC, 2x NSC, 1x FFS, 1x NCD,
Pods: 1x Carrier (VP), 1x Heavy Carrier (VAP), 1x Battle (BP).

FEDERATION GHQ FORCES (See 608.43)
Warships: 1x DNG, 3x FF.
Carriers: 1x [NVL + NEC + FFE].
Support ships: 1x LTT, 1x TG, 1x NCD, 1x FRD.
Other: 1x MB,1x Reserve Marker, 1x Repair Ship.

FEDERATION SECTOR C PRODUCTION
Fall Y175: 1x CA, 3x NCL, 1x DW, 2x FF
Spring Y176: 1x CA, 3x NCL, 3x FF
Fall Y176: 1x CA, 3x NCL, 1x DW, 2x FF

(608.C4) ECONOMIC RULES FOR SECTOR C

NOTE: As per (608.12), the Klingons and Lyrans multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.C41) LYRANS: The Lyran player in this Sector Scenario has 15 EPs of income from the Lyran general treasury.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the special Lyran production schedule. Free fighters are not available to production for this theater.

The Lyrans can use the BATS in 1807 (and their FRD, and new newly-built BATS or SBs in this sector) to repair damaged ships. The Lyrans can use the starbase at 0608 to make conversions or repairs. If the Lyrans later build another starbase in this sector, they can use that for conversions and repairs also.

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There are no command points available to the Lyrans for this Sector Scenario. The Lyrans may purchase one command point per turn under (308.97).

The Lyrans may not use repair tugs.

(608.C42) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and one province formed from the captured Neutral Zone hexes (5 points, less any areas recaptured or disputed by the Federation or transferred to the Lyrans),
- Plus 40 points from the general treasury,
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

New production is taken from the special Klingon production schedule. Free fighters are not available to production for this theater.

The Klingons can use the BATS along the original Federation border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Klingons can use the starbase at 1509 to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

One incomplete B10 is allocated to this sector (608.17). It has accumulated 14 points to date.

There are no command points available to the Klingons for this Sector Scenario. The Klingons may purchase one command point per turn under (308.97).

The Klingons may not use repair tugs.

(608.C43) FEDERATION: The Federation player in this Sector Scenario has the following income:

- Whatever income can be produced from his provinces and planets in this sector (less any areas captured or devastated),
- Plus 15 points from the capital,
- Plus any income from Klingon territory in this sector captured by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

The following Federation provinces (some of them under Klingon occupation) are part of Sector C: 2201, 2202, 2004, 2007, 2501, 2403, 2204, 2207, 2701, 2603, 2405, 2408, and 2606.

New production is taken from the special Federation production schedule. Free fighters are not available to production for this theater.

The Federation can use the existing BATS in this sector (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 2204 to make conversions or repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Federation for this Sector Scenario. The Federation may purchase one command point per turn under (308.97).

The Federation may not use repair tugs.

(608.C5) VICTORY CONDITIONS FOR SECTOR C

The Coalition player scores points as follows:

Each Federation planet (either size) devastated at any point during the scenario† 2
Each Federation planet (either size) captured and held until the end of the scenario† 5
Each Federation province captured and held at the end of the scenario, not counting provinces originally held at the start of the scenario 2
Each Federation starbase destroyed and not replaced with a starbase in the same or an adjacent hex 10
Each Federation BATS destroyed and not replaced with a BATS in the same or an adjacent hex‡ 3
Each Federation ship destroyed (any type, including FRDs and convoys) 1

† The Coalition scores only one of these for any one planet. If a planet is devastated three times, only one counts for points. Federation planets held at the start of the scenario do count for victory purposes.

‡ BATS destroyed prior to the start of the scenario do not count for this purpose.

The Alliance player scores points as follows:

Each Federation planet liberated at the end of the scenario, or Klingon or neutral planet captured 5
Province 2004 has no Coalition units at the end of Turn 17 2
Province 2007 has no Coalition units at the end of Turn 17 2
Each Coalition ship (any type) destroyed, including FRDs or convoys 1
Each Coalition base (any type) destroyed 5

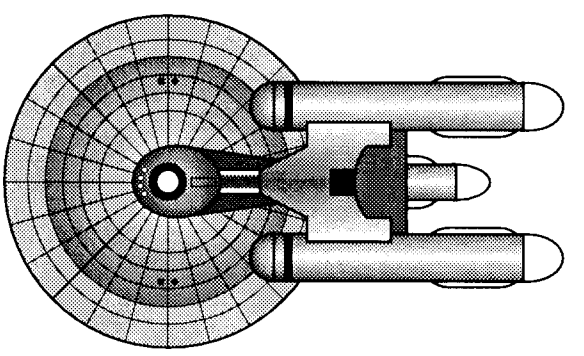
Bonus for Fed ships sent off map.

Sent off map in Turn 15 2
Sent off map in Turn 16 1
Sent off map in Turn 17 ..... 0.5

Federation ships can only be counted for this purpose if voluntarily moved out of the sector by Operational Movement. No more than three Federation ships can exit on any given turn. Ships smaller than 7 attack factors do not count for this purpose.

To determine victory: Subtract Federation points from Coalition points, and consult the following table:

Coalition Decisive ..... 40 or more
Coalition Tactical 20–39
Draw 10–19
Federation Tactical 0–9
Federation Decisive ..... Anything less than zero



(608.D) SOUTHERN KLINGON-FEDERATION FRONT

HISTORICAL PERSPECTIVE: It was in this sector that the Klingons intended to win the war with a decisive drive on the Federation capital, following the destruction of Starbase 15. The Klingon drive was, however, hampered by supply problems. The Klingon front had stalled at precisely this point because it was as far forward as the original Klingon bases could support their ships. Two Klingon attempts to build a mobile base as a forward supply point had been defeated by Federation raids.

If the Klingons could have convinced their allies to put their main efforts in Sectors B and D, respectively, they might well have taken the Federation capital. This, however, presumes that the Kzintis were out of the war and the Gorns had never entered it, circumstances which were not the case.

AREA OF THIS SCENARIO: Klingon territory south of xx13 hex row inclusive, east of 15xx hex column inclusive. Federation territory from and south of the line from 2012 to 3007 to 3016 inclusive, plus all of province 2907. Neutral Zone hexes from 1913 to the 30xx hex column, inclusive. Note that the Orion Enclave (Province 2911) is neutral.

(608.D1) KLINGONS: The Klingons have captured the following Federation provinces: 2010, 2212, 2514, 2815, 2813, 2512, and 2210. All planets in those provinces have been captured. All Federation bases in those provinces have been destroyed. All original Klingon bases are intact (or have been replaced); none have been upgraded. All Klingon planets are undevastated and have their original defenses. The Klingons control the Neutral Zone hexes from 1913 to the 30xx hex column, inclusive, including planet 2214.

The Klingons in this sector receive the income from Neutral Zone hexes 1115, 1014, 1912, and 0909–0914.

This Sector is the Klingon Main Effort.

KLINGON FORCES (Set up in Klingon-occupied Federation provinces or Klingon or Neutral Zone territory within the area of this scenario.)

Warships: 2x C8, 4x D7C, 3x D7, 3x D6, 1x D5W, 16x D5, 1x F5W, 6x F5L, 9x F5, 3x E4.
Carriers: 1x [C8V + AD5 + 2xF5E], 1x [D7V + AD5 + F5E], 2x [D5V + AD5 + F5E], 1x [F5V + E4A], 1x [E4V + E4A], 1x D6V, 1x CVT, 3x AD5, 3x F5E, 1x LAV.
Support ships: 2x D6M, 3x D6D, 2x TGA, 3x D5D, 2x D5S, 2x F5S, 1x FRD, 1x MB, 1x Convoy.
Pods: 2x Battle (BP), 1x Drone (DP), 2x Carrier (VP3).
Other: None.
Interned in 2812: 1x F5.

KLINGON GHQ FORCES (See 608.43)

Warships: 3x D7C, 6x D5, 4x F5L, 5x F5, 3x E4.
Carriers: 1x [D7V + AD5 + F5E], 1x AD5, 1x F5E, 1x SAV.
Support ships: 1x C9A, 1x D6D, 1x D6S, 1x MD5, 2x LTT, 1x F5S, 2x FRD.
Pods: 1x heavy carrier (VAP).
Other: 2x Reserve, 1x Repair Ship, 1x Command point.

KLINGON SECTOR D PRODUCTION

Fall Y175: 1x D7, 3x D5, 1x F5W, 1x F5L, 2x F5
Spring Y176: 1x C8, 3x D5, 1x F5W, 1x F5L, 2x F5
Fall Y176: 1x D5W, 3x D5, 1x F5W, 1x F5L, 2x F5

(608.D2) FEDERATION: The Federation controls those provinces within the area of this Sector Scenario which have not been captured by the Klingons. All planets are undevastated and have their original defenses. All original bases within the Federation-controlled area are intact. The Federation has built another starbase in 2908.

This Sector is the Federation Main Effort.

FEDERATION FORCES (Set up in Federation-controlled provinces)

Warships: 2x DN+, 3x CC, 2x CA, 12x NCL, 3x CL, 24x FF.
Carriers: 1x [CVA + ECL + 2xDE + SWAC], 1x [CVB + NAC + DWA], 2x [NVL + NEC + FFE], 2x [FFV + FFE], 1x CVL, 1x SAV, 1x LAV.
Support ships: 1x TG, 2x SC, 3x NSC, 1x FFS, 2x NCD, 1x FRD, 1x MB.
Pods: 1x carrier (VP), 1x heavy carrier (VAP), 1x Battle (BP).
Other: None.

FEDERATION GHQ FORCES (See 608.43)

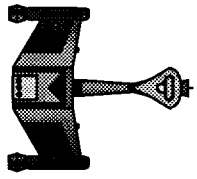
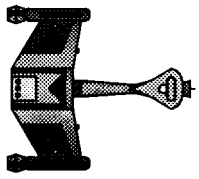
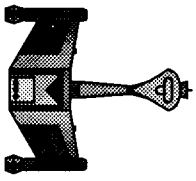
Warships: 1x CC, 1x NCA, 3x FF.
Carriers: 1x [CVS + NAC+ FFE].
Support ships: 1x TG.
Pods: 1x Light Battle (LBP).
Other: 2x Reserve Markers, 1x Repair Ship.

FEDERATION SECTOR D PRODUCTION

Fall Y175: 1x DN, 1x NCA, 5x NCL, 2x DW, 3x FF.
Spring Y176: 1x [CVA + NAC+ DWA + FFE], 1x NCA, 4x NCL, 1x DW, 3x FF. (Historically, this CVA was not built.)
Fall Y176: 1x DN, 1x NCA, 5x NCL, 2x DW, 3x FF

(608.D31) KZINTIS: If this sector scenario is combined with Sectors B and C, the Federation and Kzinti players could jointly agree to transfer up to 10 Kzinti ships from Sector B to Sector D; they would operate as an Adopted Expeditionary Force. Any Kzinti reinforcements or replacements would have to come across the map by normal movement (which would be all but impossible). Any available EPs would have to be provided by the Federation (which has adopted the ships). Historically, this was not done, but there were discussions of doing it. This could be done as a balance factor when playing Sector D alone.

(608.D32) LYRANS: There are no Lyrans in this sector. Players combining Sectors C and D could move some of the Lyran GHQ forces from Sector C into the area of Sector D.

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(608.D4) ECONOMIC RULES FOR SECTOR D

NOTE: As per (608.12), the Klingons multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.D41) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and provinces formed from the captured Neutral Zone hexes including those noted in Sectors A, B, and C (14 points, less any areas recaptured or disputed by the Federation or transferred to the Lyrans),
- Plus 40 points from the general treasury,
- All EPs from off-map exploration,
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

New production is taken from the special Klingon production schedule. Free fighters are available to production for this theater.

The Klingons can use the BATS along the original Federation border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Klingons can use the starbase at 1716 and the capital to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

One incomplete B10 is allocated to this sector (608.17). It has accumulated 28 points to date. Two mothballed D6s are allocated to this sector (608.18).

The Klingons receive one command point on Turn 15, but not thereafter due to economic exhaustion. Additional command points can be purchased under (308.97). The Klingons have accumulated one command point for this sector before the scenario begins (608.16).

The Klingons may use a repair tug in this sector.

(608.D42) FEDERATION: The Federation player in this Sector Scenario has the following income:

- Whatever income can be produced from his provinces and planets in this sector (less any areas captured or devastated),
- Plus 30 points from the capital (Note that province 2907 is part of the 20 points from the capital and does not count separately.),
- Plus EPs from off-map production.
- Plus any income from Klingon territory in this sector captured by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

The following Federation provinces (some of them under Klingon occupation or neutral) are part of Sector D: 2010, 2212, 2514, 2815, 2210, 2512, 2813, 2609, 2911, and 2909.

New production is taken from the special Federation production schedule. Free fighters are available to production for this theater.

The Federation can use the existing BATS in this sector (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 2808 and the capital to make conversions or repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

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

The Federation may use a repair tug in this sector.

The free Federation SWAC goes to this sector.

(608.D5) VICTORY CONDITIONS FOR SECTOR D

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

- Destroy any Federation starbase.
- Devastate any Federation planet in the capital hex.
- Capture any Federation planet. One point is received for each planet captured. (If a planet in the capital is devastated *and* captured, it counts as two points. This, of course, means that the entire capital must be captured.)
- Total Klingon offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is equal to or greater than their original combat strength. Bases and PDUs are not counted for this purpose.
- Total Federation offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is less than their original combat strength. Bases and PDUs are not counted for this purpose.
- Minus one for any Federation starbase built in this sector.
- Minus one for any Klingon MB or FRD destroyed in this sector.
- Minus four if the total Klingon offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is less than the total Federation offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17.

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

1 or less	Federation Decisive Victory
2	Federation Substantive Victory
3	Federation Tactical Victory
4	Draw
5 or 6	Klingon Tactical Victory
7 or 8	Klingon Substantive Victory
9 to 11	Klingon Decisive Victory
12 or more	Klingon Incredible Victory

If combining Sector D with Sectors C and/or E, use the Victory Conditions for Sector D.

(608.E) FEDERATION-ROMULAN FRONT

HISTORICAL PERSPECTIVE: The Klingons wanted the Romulans to make their major effort in this sector, and perhaps if they had done so, the Federation might have been forced to sue for peace. The Romulans, however, were under major pressure from the Gorns and had just finished re-orienting their main effort to the northern frontier. The best that the Romulans could offer the Klingons was a campaign of attrition that would put the Federation under pressure and keep them from transferring ships out of this sector.

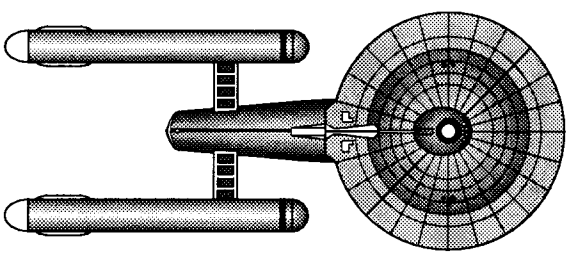
AREA OF THIS SCENARIO: Federation territory east of the line from 3116 to 3107 to 2906 to 2806 to 2801 inclusive. Romulan territory south of the line from 3814 to 4819 inclusive, plus all of provinces 4115, 4416, and 4618. Neutral Zone hexes from the 31xx hex column through 3714 inclusive.

(608.E1) FEDERATION: The Federation controls those provinces within the area of this Sector Scenario which have not been captured by the Romulans. All planets are undevastated and have their original defenses. All original bases within the Federation-controlled area are intact.

FEDERATION FORCES (Set up in Federation territory east of hex column 30xx)
- Warships: 2x DN+, 5x CC, 2x CA, 7x NCL, 6x CL, 27x FF.
- Carriers: 1x [CVA + ECL + 2xDE + SWAC], 1x [CVB + DE + FFE], 1x [CVS + NAC + DWA], 1x [NVL + NEC + FFE], 2x [FFV + FFE], 1x CVL, 1x DE, 1x DWA, 2x FFE, 1x SAV, 1x LAV.
- Support ships: 3x TG, 1x LTT, 2x NCD, 2x SC, 3x NSC, 1x FFS, 1x MB.
- Pods: 1x carrier (VP), 1x heavy carrier (VAP), 1x Battle (BP).

FEDERATION GHQ FORCES (See 608.43)
- Warships: 1x DNG, 3x FF.
- Carriers: 1x [NVS + NAC + FFE].
- Support ships: 1x TG, 1x NCD, 1x FRD.
- Pods: 1x Light Battle (LBP).
- Other: 1x Reserve Marker, 1x Repair Ship.

FEDERATION SECTOR E PRODUCTION
- Fall Y175: 1x CA, 4x NCL, 1x DW, 3x F.
- Spring Y176: 1x CC, 4x NCL, 1x DW, 2x FF.
- Fall Y176: 1x CA, 4x NCL, 1x DW, 3x FF.



FEDERATION HEAVY CRUISER

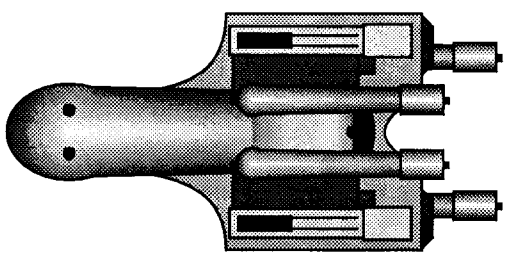
(608.E2) ROMULANS: The Romulans have captured provinces 3113, 3115, 3411, 3413, and 3711. All planets in those provinces have been captured. All Federation bases in those territories have been destroyed. All original Romulan bases are intact and have not been upgraded. All Romulan planets are undevastated and have their original defenses. The Romulans control the Neutral Zone hexes from the 31xx hex column through 3910 inclusive (including the planet in 3912). The Romulans have built a BATS at 3612 and have deployed a defense battalion on the planet.

ROMULAN FORCES (Set up in Romulan-occupied Federation provinces or in Romulan territory .)
- Warships: 3x CON, 2x SUP, 6x KE, 1x KRC, 1x K7R, 1x KR, 1x K5L, 1x FH, 8x SP, 8x WE, 3x BH, 7x SK, 2x SNB, 2x SEH, 2x SN, 2x K5, 4x K4.
- Carriers: 1x [SUB + SPM + 2xSKE], 1x [SPB + 2xSKE], 1x [SKB + SKE], 1x SPM, 1x LAV.
- Support ships: 2x SPF, 2x SE, 2x SKF, 2x K5S, 1x SPH, 1x SEC, 1x Convoy.
- Pods: Romulans do not use pods in F&E.

ROMULAN GHQ FORCES (See 608.43)
- Warships: 1x NH, 1x SUP, 1x FH, 1x KR, 2x SK, 1x SN.
- Carriers: 1x [SPB + 2x SKE], 1x [SEB + SEE].
- Support ships: 1x KRT, 1x FHF, 2x (3)FE, 1x SPC, 1x SE, 1x FRD, MB.
- Other: 1x Reserve Marker, 2x Repair Ships, 1x Command Point.

ROMULAN SECTOR E PRODUCTION
- Fall Y175: 1x FH, 1x SP, 1x SK, 1x SEH.
- Spring Y176: 1x FH, 1x SP, 1x SK, 1x WE, 1x SEH.
- Fall Y176: 1x SP, 1x SK, 1x SEH.

(608.E3) GORNS: If this sector scenario is combined with Sector F, the Federation and Gorn players could jointly agree to transfer up to 10 Gorn ships from Sector F to Sector E; they would operate as an Adopted or Expeditionary Force. Any reinforcements or replacements would have to come across the map by normal movement. Any available EPs would have to be provided by the Federation (which has adopted the ships) or by the Gorns. Historically, the Federation and Gorns did undertake numerous small exchanges and joint operations. This could, of course, be done during a combined E+F scenario by normal movement.



ROMULAN FIREHAWK HEAVY CRUISER

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(608.E4) ECONOMIC RULES FOR SECTOR E

NOTE: As per (608.12), the Romulans multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.E41) ROMULANS: The Romulan player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and provinces formed from the captured Neutral Zone hexes (12 points, less any areas recaptured or disputed by the Federation),
- Plus 50 points from the general treasury,
- Less any reduction caused by Romulan territory in this sector captured or devastated by the Alliance.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the special Romulan production schedule. Free fighters are not available to production for this theater.

The Romulans can use the BATS along the original Federation border (and the BATS in 3612, and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Romulans can use the starbase at 4015 to make conversions or repairs. If the Romulans later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Romulans for this Sector Scenario. The Romulans may purchase one command point per turn under (308.97). The Romulans have accumulated one command point for this sector before the scenario begins (608.16).

The Romulans may use a repair tug in this sector.

(608.E42) FEDERATION: The Federation player in this Sector Scenario has the following income:

- Whatever income can be produced from his provinces and planets in this sector (less any areas captured or devastated),
- Plus 15 points from the capital,
- Plus any income from Romulan territory in this sector captured by the Alliance.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules.

New production is taken from the special Federation production schedule. Free fighters are not available to production for this theater.

The Federation can use the existing BATS in this sector (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Federation can use the starbase at 3604 to make conversions or repairs. If the Federation later builds another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Federation for this Sector Scenario. The Federation may purchase one command point per turn under (308.97).

The Federation may not use repair tugs.

(608.E5) VICTORY CONDITIONS FOR SECTOR E

The Coalition player scores points as follows:

Each Federation planet (either size) devastated at any point during the scenario†	2
Each Federation planet (either size) captured and held until the end of the scenario†	5
Each Federation province captured and held at the end of the scenario, not counting provinces originally held at the start of the scenario	2
Each Federation starbase destroyed and not replaced with a starbase in the same or an adjacent hex	10
Each Federation BATS destroyed and not replaced with a BATS in the same or an adjacent hex‡	4
Each Federation ship destroyed	1

† The Coalition scores only one of these for any one planet. If a planet is devastated three times, only one counts for points. Federation planets held at the start of the scenario do count for victory purposes.

‡ BATS destroyed prior to the start of the scenario do not count for this purpose.

The Alliance player scores points as follows:

Each Federation planet liberated at the end of the scenario, or Romulan or neutral planet captured	5
Province 3113 has no Coalition units at the end of Turn 17	2
Province 3115 has no Coalition units at the end of Turn 17	2
Province 3411 has no Coalition units at the end of Turn 17	2
Province 3413 has no Coalition units at the end of Turn 17	2
Province 3711 has no Coalition units at the end of Turn 17	2
Each Coalition ship (any type) destroyed, including FRDs or convoys	1
Each Coalition base (any type) destroyed	5

Bonus for Fed ships sent off map.

Sent off map in Turn 15	2
Sent off map in Turn 16	1
Sent off map in Turn 17	0.5

Federation ships can only be counted for this purpose if voluntarily moved out of the sector by Operational Movement. No more than three Federation ships can exit on any given turn. Ships smaller than 7 attack factors do not count for this purpose.

To determine victory: Subtract Federation points from Coalition points, and consult the following table:

Coalition Decisive	40 or more
Coalition Tactical	20–39
Draw	10–19
Federation Tactical	0–9
Federation Decisive	Anything less than zero

(608.F) THE GORN-ROMULAN FRONT

HISTORICAL PERSPECTIVE: The Gorns, who alone of the Alliance were able to initiate their own offensive without being attacked first, were devastating the Romulan foreign areas but had, initially, been trying to conduct a short-range offensive from their original bases. At the time of this scenario, they were prepared for deeper strikes into Romulan space.

AREA OF THIS SCENARIO

- All Gorn territory. Romulan territory north of the line from 3914 to 5019 inclusive, except for provinces 4115, 4416, and 4618.
- Neutral Zone hexes between Gorn and Romulan territory.
- Neutral Zone hexes north of but not adjacent to the ISC.
- Neutral Zone hexes between Gorn and Federation Territory.

(608.F1) ROMULANS: The Romulans have not captured any territory, and two of their original provinces in this sector have been captured. All original Romulan bases (outside of the two captured provinces) are intact and have not been upgraded. All Romulan planets (except 4112) are undevastated and have their original defenses. The Romulans control the five neutral hexes 5919, 6018, 6019, 6118, 6119. The Romulans have built another starbase in 4613 (at Vesuvius).

This Sector is the Romulan Main Effort.

ROMULAN FORCES (Set up in unoccupied Romulan territory north of the line from 3914 to 5019 inclusive.)

Warships: 2x CON, 2x SUP, 5x KE, 1x KRC, 1x KR, 2x FH, 6x SP, 8x WE, 2x K5L, 9x SK, 3x SNB, 4x K5, 6x SEH, 4x SN, 3x K4.
Carriers: 1x SPB, 2x [SKB + SKE], 1x SPM, 1x SKE, 1x SAV.
Support ships: 2x FAL, 2x KRM, 2x SPC, 1x SKF. 1x K5S, 1x SPH, 1x SEC, 1x MB.
Pods: Romulans do not use pods in F&E.

ROMULAN GHQ FORCES (See 608.43)

Warships: 1x KC9, 1x NH, 1x K7R, 1x FH, 2x SK, 1x SN.
Carriers: 1x [KRV + 2x K4D], 1x [SEB + SEE].
Support ships: 1x KRT, 2x (3)FE, 1x SPC, 1x SE, 1x FRD, 1x MB.
Other: 2x Reserve Markers, 1x Repair Ship, 1x Command Point.

ROMULAN SECTOR F PRODUCTION

Fall Y175: 1x CON, 2x SP, 2x SK, 1x WE, 2x SEH.
Spring Y176: 1x NH, 2x SP, 2x SK, 2x SEH.
Fall Y176: 1x CON, 1x FH, 2x SP, 2x SK, 1x WE, 2x SEH.

(608.F2) GORNS: The Gorns control all of their original territory within this sector. The Gorns have captured Romulan provinces 4110 and 4310. The Romulan bases in those provinces have been destroyed. The Romulan planet at 4112 has been devastated and captured.

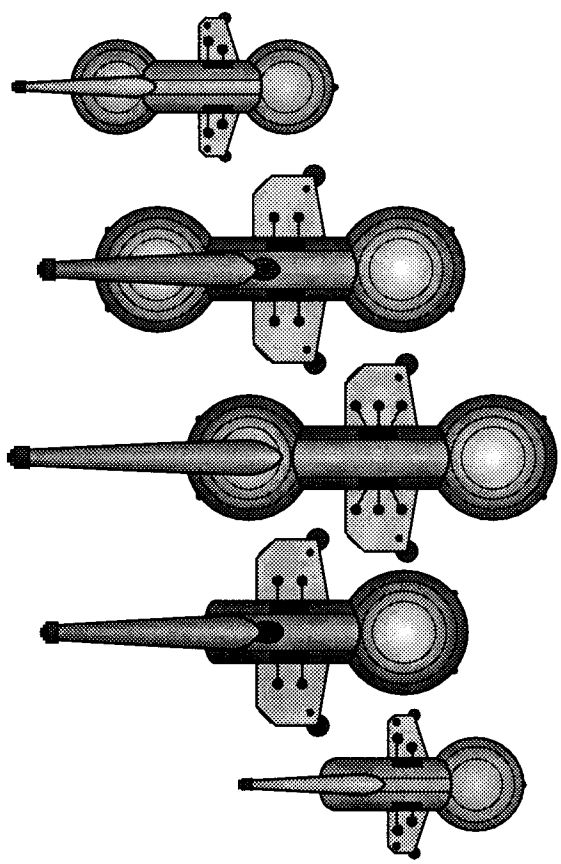
All original Gorn bases are intact (or have been replaced); none have been upgraded. All Gorn planets are undevastated and have their original defenses. The Gorns control all Neutral Zone hexes between Gorn and Federation territory (3701 through 3909 inclusive), the Neutral Zone hexes north of 5301 to 5304 to 5901 to 6102 inclusive (including planet 5403), and hexes 4009, 4109, 4209, 4309 (including planet), and 4409. The Neutral Zone hexes from 4509 to 5009 are uncontrolled.

This Sector is the Gorn Main Effort.

GORN FORCES (Set up in Gorn territory or occupied Romulan Provinces or occupied Neutral Hexes.)

Warships: 4x DN, 2xCC, 5x BC, 4x CM, 9x CL, 9x HD, 21x BD, 16x DD.
Carriers: 1x [CV + CLE + DE], 2x [HDV + HDE + BDE].
Support ships: 2x TG, 1x LSC, 3x LTT, 5x BDS, 1x HDS, 2x FRD, 1x MB.
Pods: 2x heavy battle (HBP), 2x light battle (LBP).
Other: 2x Reserve Markers, 2x Repair Ships, 2x Command Points.
The concept of GHQ forces does not apply to the Gorns, who appear only in this Sector Scenario.

(608.F3) OTHER FORCES: There are no other forces in this sector, only Gorns and Romulans.



A GORN SQUADRON PROCEEDS TOWARD ITS DOOM

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(608.F4) ECONOMIC RULES FOR SECTOR F

NOTE: As per (608.12), the Romulans multiply their income by a factor of 0.75 on Turns 16 and 17 as per (652.3).

(608.F41) ROMULANS: The Romulan player in this Sector Scenario has the following income:

- Whatever income can be produced from captured provinces and planets and provinces formed from the captured Neutral Zone hexes in this sector (originally none),
- All EPs produced in any Romulan territory,
- Less 54 EPs sent to sectors E and G,
- All EPs from off-map exploration,
- Less any reduction caused by Romulan territory in this sector captured or devastated by the Alliance. (Note that Romulan territory in Sector E captured by the Alliance is deducted from the 50 points allocated to Sector E.)

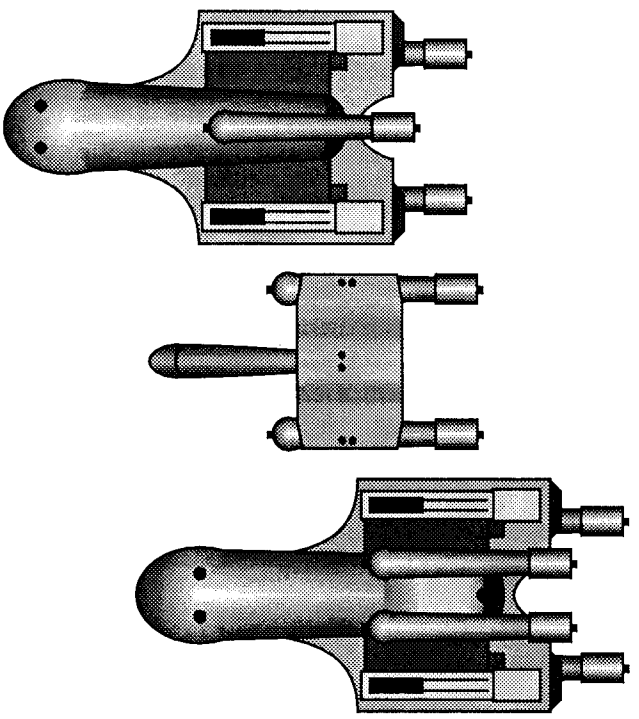
These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules.

New production is taken from the special Romulan production schedule. Free fighters are available to production for this theater.

The Romulans can use the BATS along the original Gorn border (and their FRD, and any newly built BATS or SBs in this sector) to repair damaged ships. The Romulans can use the starbase at 4411 and/or 4812 and/or 5318 (and the capital) to make conversions or repairs. If the Romulans later build another starbase in this sector, they can use that for conversions and repairs also.

The Romulans receive one command point on Turn 15, but not thereafter due to economic exhaustion. Additional command points can be purchased under (308.97). The Romulans have accumulated one command point for this sector before the scenario begins (608.16).

The Romulans may not use repair tugs.



ROMULAN SHIPS LIE IN WAIT UNDER THEIR CLOAKS

(608.F42) GORNS: The Gorns (who appear only in Sector F) use the normal economic and production rules.

The Gorns can use a repair tug.

The Gorns receive one command point per turn. Additional command points can be purchased under (308.97). The Gorns have accumulated two command points before the scenario begins.

(608.F5) VICTORY CONDITIONS FOR SECTOR F

For the Gorn player, victory is evaluated based on the capture of terrain and the destruction of Romulan bases. For a Strategic Victory, the Gorns must do the following:

Destroy six Romulan battlestations (counting a starbase as two battlestations). Any destroyed Romulan bases replaced in the original province do not count as destroyed.

Capture three Romulan provinces (in addition to the two they hold at the start of the scenario) and hold them until the end of the scenario.

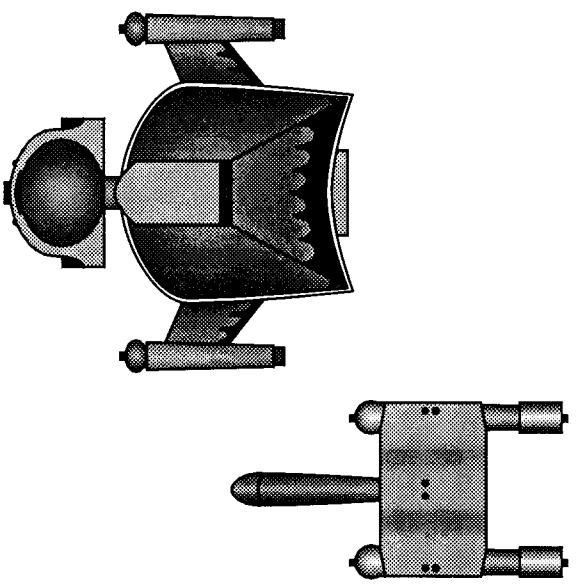
Devastate all planets in one of the two Romulan capital hexes. (If all of the planets in both capital hexes are devastated, this counts as an additional victory level for the Gorns.)

For a Tactical Victory, the Gorn player must achieve two of the above goals. For a draw, the Gorn player must achieve only one of the above goals. If none are achieved, the Romulan player wins a Tactical Victory.

Reduce the Gorn Victory status by one level if, at the end of the scenario, the Total Gorn offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is less than their original combat strength. Bases and PDUs are not counted for this purpose. A Romulan Tactical Victory would become a Romulan Strategic Victory in this case.

Increase the Gorn Victory status by one level if, at the end of the scenario, the Total Romulan offensive combat strength of all ships (including their fighters, and including any pods whether attached to a tug or not; add the total EW strength of all scouts to the total) at the end of Turn 17 is less than their original combat strength. Bases and PDUs are not counted for this purpose. A Romulan Tactical Victory would become a Draw in this case.

If the Gorns capture the Romulan shipyard-capital hex (4613) and hold it at the end of Turn 17, they win a decisive victory regardless of any other results or conditions.



(608.G) THE THOLIAN FRONT

HISTORICAL PERSPECTIVE: The Tholians were not yet allies of the Federation at the time of this scenario, and this "sector" is not really playable as such. Instead it reflects only the forces deployed in the sector. While it can be "played," it is primarily here so that when combined with other sectors the data will balance.

AREA OF THIS SCENARIO: Tholian territory and any hexes within four hexes of Tholian territory.

(608.G1) THOLIANS: The Tholians control only their own territory. None of their territory has been captured or devastated. All of their original bases exist; none have been upgraded, and no new ones have been added.

This Sector is the Tholian Main Effort.

THOLIAN FORCES (Set up in Tholian territory)
Warships: 3x DN, 2x CC, 2x CA, 4x DD, 15x PC.
Carriers: 1x [CVA + 2xPCE], 3x [BW + PCE].
Support ships: 6x SC, 2x (3)CPC, 1x MB
Pods: Tholians do not use pods in F&E.
Other: One Reserve marker, two Repair ships, no Command Points.
The concept of GHQ forces does not apply to the Tholians, who appear only in this Sector Scenario.

(608.G2) KLINGONS: The Klingon territory in this sector, and the captured neutral zone hexes, are all allocated to Sector D.

KLINGON FORCES (Set up in Klingon territory within four hexes of Tholian territory.)
Warships: 1x D7, 1x D6, 2x F5L, 4x F5, 3x E4.
Carriers: 1x [F5V + E4A].
Support ships: 2x F5S, 1x LTT.
Other, Pods: None.

KLINGON GHQ FORCES: 3x D5.

KLINGON SECTOR G PRODUCTION
Can only produce warships for Sector G by overbuilding.

(608.G3) ROMULANS: The Romulan territory in this sector, and all captured Neutral Zone hexes, are all allocated to Sector E.

ROMULAN FORCES (Set up in Romulan territory within 4 hexes of Tholian territory.)
Warships: 1x FH, 1x SP, 3x SK, 3x SN, 3x K4.
Carriers: 1x [2x WH, 2x BHE].
Support ships, Other: None.
Pods: Romulans do not use pods in F&E.

ROMULAN GHQ FORCES: 2x SP.

ROMULAN SECTOR G PRODUCTION
Can only produce warships for Sector G by overbuilding.

(608.G4) ECONOMICS IN THIS SECTOR SCENARIO

(608.G41) THOLIANS: The Tholians (who appear only in Sector G) use the normal Economics rules. The Tholians are NOT at war and cannot attack until they are attacked. (The Coalition has no real motivation to attack them.) They may use one repair "tug" (actually a CPC group). The Tholians do not receive command points because they are not at war. If the Tholians enter a state of war, they receive command points under the normal rules.

(608.G42) KLINGONS: The Klingon player in this Sector Scenario has the following income:

- Whatever income can be produced from captured Tholian provinces and planets,
- Plus 12 points from the general treasury,
- Less any reduction caused by Klingon territory in this sector captured or devastated by the Alliance or Tholians.

These points can be spent for repairs, conversions, base upgrades, drones, new production, and anything else allowed by the rules. The Klingon economy is reduced to 75% of the above total on Turns 16 and 17.

New production is available only by overbuilding. Free fighters are not available to production for this theater.

The Klingons can use the BATS along the original border (and any newly built FRDs, BATS or SBs in this sector) to repair damaged ships. The Klingons can use the starbase at 2318 to make conversions or repairs. If the Klingons later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Klingons for this Sector Scenario. The Klingons may purchase one command point per turn under (308.97).

The Klingons may not use repair tugs.

(608.G43) ROMULANS: The Romulan player in this Sector Scenario has the following income:

- Whatever income can be produced from captured Tholian provinces and planets,
- Plus 4 points from the general treasury,
- Less any reduction caused by Romulan territory in this sector captured or devastated by the Alliance or Tholians.

These points can be spent for repairs, conversions, base upgrades, new production, and anything else allowed by the rules. The Romulan economy is reduced to 75% of the above total on Turns 16 and 17.

New production is available only by overbuilding. Free fighters are not available to production for this theater.

The Romulans can use the BATS along the original border (and any newly built BATS or SBs in this sector) to repair damaged ships. The Romulans can use the starbase at 3518 to make conversions or repairs. If the Romulans later build another starbase in this sector, they can use that for conversions and repairs also.

There are no command points available to the Romulans for this Sector Scenario. The Romulans may purchase one command point per turn under (308.97).

The Romulans may not use repair tugs.

(608.G5) VICTORY CONDITIONS FOR SECTOR G

If the Coalition captures the Tholian capital hex and holds it until the end of the scenario, the Coalition wins a Decisive Victory. If this does not occur, victory is based on attrition. (To play this scenario alone with a Coalition attack, give the Coalition a 15-point handicap.)

Each side (Tholian vs. Coalition) scores points based on the enemy units destroyed. Count each ship based on its defensive combat strength (including fighters) with the following exceptions:

BATS	20
Starbases	50
FRDs	15
Convoys	5
Defense Battalion	9

The side with the higher total wins the scenario.

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(653.0) MORE BALANCE OPTIONS

(653.1) GENERAL OPTIONS

(653.1H) National Training Center (+5): Allows accumulation of command points in Peacetime. Maximum of 3 points stockpiled, and each point is lost 4 turns after it is earned due to the planning getting stale.—*Owen Riley*

(653.1I) Peace Dividend (-9): Remove six heavy cruisers (distributed as evenly as possible between various fleets), and place them into a mothball reserve (activate one per turn during full Wartime only; cost 1 EP per ship for activation).

(653.2) FEDERATION OPTIONS

(653.2H) Delayed DNs (-10): The Feds reject the original 10-point DN design and wait for a better one. Delete all DNs from the starting OB and from Turns 1–7 production.

(653.3) KLINGON OPTIONS

(653.3J) Klingon Reluctance (-8): The Klingons cannot be at Wartime economy on Turn 1. They cannot accumulate money, overbuild ships, activate mothball ships, etc.

(653.4) ROMULAN OPTIONS

(653.4G) More Romulan Carriers (+20): The Roms get 6 free fighter factors per turn. Romulan carrier production is limited only by the following (and, of course, the amount of money they have): No more than two carrier groups per turn. No more than one CVA group per year. They may produce one SKB, SEB, or SUP per turn in addition to these limits.

(653.4H) No King Eagles (-10). The KE was never built. All KEs are WEs, and no KEs can be built/converted.

(653.4I) Peace with Tholians (+10): The Roms have an ironclad nonaggression pact with the Tholians. All ships of the Patrol Detachment except 1xWE and 3xSN (customs patrol) are transferred to the West Fleet. The Romulans may not enter Tholian space.

(653.4J) No Rom Carriers (-20): The Roms never built any carriers. Replace the carriers given at start with their equivalent warship hulls, and disallow all carrier group builds or conversions.

(653.5) KZINTI OPTIONS

(653.5D) Firm Federation Alliance (+20): The Kzintis have a tight alliance/nonaggression pact with the Federation. The Marquis Fleet (except for six ships, one of which must be a CC) is divided as evenly as possible (using the capital assault procedure) between the Count's Fleet and Duke's Fleet. This option ceases once the Coalition enters the Marquis provinces (thereby releasing the 4th Fleet) or if the Federation enters the war (in which case it is no longer necessary).

(653.5E) Federation Lend-Lease (+10): The Feds support the Kzintis even if the Marquis provinces are not invaded, and the Federation remains at a Peacetime economy. The Feds can deliver up to 5 EPs per turn to the Kzinti starbase at 1704 (paying for any such transfers by cancelling ship production) and will allow the Kzintis to capture Fed/Kzinti Neutral Zone hexes. (They will not send ships unless the Marquis provinces are invaded.)

(653.5F) No Destroyers (-6): The at-start DDs are deleted; the DDs on the production schedule are replaced by FFs.

(653.5G) Marquis Rebellion (-10): The Marquis Fleet release is delayed one turn due to political factors (the Marquis is feuding with the Patriarch). The same option might be used with the Baron's Fleet.

(653.5H) WYN Cluster Support (+20): The WYNs decide to ally with the Kzintis. The Kzintis can have up to 6 ships (with a total of no more than 50 uncrippled attack factors, including fighters/PFs, even if some or all of the ships are crippled) inside the WYN Cluster and can enter or leave the Cluster freely. They receive 5 EPs per turn in the WYN Cluster. Also, the Kzintis can use the WYN Cluster as a supply source and valid hex (under all circumstances) in a Supply Path. Finally, the Kzintis can perform 6 repair points worth of repairs per turn in the Cluster; they do have to pay for these repairs. Should the WYN Cluster be cut off from the main Kzinti supply grid, the Kzintis receive only 3 EPs per turn (due to shaky WYN support), but all other benefits remain unchanged.

(653.5I) More CVs (+4): Convert a BC+CL+FF to a CVL before the war begins. Maximum of two such conversions.

(653.5J) Better Cruisers (+1): Convert one BC to a CC before the war begins (max one per fleet, +1 each).

(653.6) GORN OPTIONS

(653.6G) HDDs Blocked (-12): The government discovers that the HDD was really a CW and blocks production. Delete all HDDs, and do not build any until at war with the Romulans.

(653.7) THOLIAN OPTIONS

(653.7A) CW Production (+12): A bright Tholian engineer designs the CW. Add one CW to each turn's production starting with Turn 12.

(653.9) HYDRAN OPTIONS

The Hydrans boxed in by the Lyrans on one side and the Klingons on the other, are a race beleaguered by internal as well as external pressures. Trade Cartels feud with the Monarchy for supreme power, the LDR is kept neutral only through gatling-phaser shipments, and they are given the burden of the offensive when they enter the war in order to take pressure off of the crumbling Kzinti front. Yet several things might have been done to make them contenders; they are to be found here in this list of eco-political "could've-been" options.—*Scott Malcomson*

(653.9E) Fatalism: (+3): Believing (realistically, some would say) the war is a lost cause from the outset, the Hydrans fortify the home worlds prior to their entry into the war. Remove both MBs from the Home Fleet, and add two starbases in the Capital hex. Remove all pre-war construction (the military budget went to convert the two MBs to SBs and still had to stretch a tad).

(653.9F) Monarch/Cartel Feud (-10): In Spring of Y168, an assassination attempt was made on the life of a particularly powerful Cartel Magnate (who had been disputing Royal control of the major shipyards). Although the job was botched, the Cartel went on strike, refusing to finish any heavy cruisers still under construction or to build any new ones. Historically, the feud fizzled out after a few days with hardly a ripple in the ship production schedule. This option assumes the strike continued. Remove both pre-war RNs from the Hydran set up. CA construction resumes normally after this point.

(653.9G) No True Carriers (-20): The Monarchy decides that hybrid ships will do the job just as easily (and cheaper) than full carriers. Delete all true carriers from Hydran production, and replace them with equivalent fusion-armed ships.

(653.9H) Lyran Wall (+5): Both MBs are deployed and upgraded on the Lyran border prior to Hydran entry into the war. Scratch the war cruisers from the pre-war builds, and place two BATS in any Lyran border hex NOT containing a BATS. Remove the MBs from the Home Fleet.

(653.9I) Quest For Methane (+6): Hydrans, knowing they will eventually be pushed back to the Old Colonies, step up Off-Map exploration. Delete two LNs from the Old Colonies Squadron; they have been converted to GSCs and sent out to find new worlds. Add two rolls to the Hydran Survey Total each turn it is applicable. These ships are treated as standard GSCs in all respects.

(653.9J) Banzai! (+15): This variant assumes that Prince Hydrajak succeeded in taking the Throne during a historical coup attempt in Y169. Hydrajak believed that the only chance the Hydrans had was to attack the Lyrans first, hopefully provoking a Lyran civil war or other negotiated peace. During the Turn 3 Hydran set up, move the Old Colonies Squadron, the Home Fleet, and the Expeditionary Fleet to within two hexes of Lyran Neutral Zone, but not in hexes adjacent to the Zone. The cost represents the requirements of logistics and secrecy. All of the Hydran ships from those fleets (and the 2nd Fleet, which is normally on that border) MUST enter Lyran space AND attack a Lyran unit during Turn 3.

(653.11) LYRAN OPTIONS

The Lyrans are a fascinating race for many reasons: their convertible ships, their unique political structure, their two-front war, and the Lyran Democratic Republic, among others. These options explore some of the political and historical alternatives for the Lyrans.

(653.11E) Rational DN Construction (+3): Assume that the Lyrans had produced DNs in a logical way instead of hurriedly at the last minute. Add 1xCC, 1xCL, 1xDD, and 1xFF in province 0408 to represent the Home Fleet ships that weren't converted to trimarans. Leave the existing trimarans alone. — *Stewart Frazier*

(653.11F) No Trimarans (-5): The DN, BC, CW, and DW counters are still used, but these represent new classes, not conversions of existing ships. Conversions to trimarans are not allowed, but trimarans can be built from scratch. — *Stewart Frazier*

(653.11G) LDR Reconciliation (+4): Assume that the LDR had rejoined the Lyran Empire on some basis before receiving gatling technology. The LDR province (0811) is treated as a Lyran Province, not as neutral territory. The LDR fleet includes 1xCA, 1xCL, 1xDD, 1xFF. These ships must be set up within province 0811, and no other Lyran ships can be set up there initially to reflect the still touchy relations. — *Stewart Frazier*

(653.11H) The Southern Neutrals (+6): The Enemy's Blood Duchy (0109, 0111, 0310, 0312) declares itself neutral, wanting no part of the war with the Kzintis. The following rules apply: Ships of the EBD cannot leave the EBD. Income from the EBD can be used by the main Lyrans or by the EBD. The EBD is at the same economic level as the other Lyrans. Lyran ships can be sent to the EBD for conversion and repair. The EBD will not become "active" unless the Hydrans attack the EBD or the LDR or unless the Kzintis (or Feds for that matter) attack the Lyran capital. — *Stewart Frazier*

(653.11I) Not So Far Stars (+2): One province of the Far Stars Duchy area is actually on the map (0103). Allow the Lyrans to place 1x CA, 1x CL, 1x DD, and 1x FF from the Far Stars Fleet in this area. — *Stewart Frazier*

(653.11J) Early Trimarans (+4): Allow the Lyrans to convert one CA to a DN and one CL to a BC before Turn 1. These must be in different duchies. This option can be used no more than twice. — *Steven Petrick*

(653.11K) Early Maulers (+4): Assume that the Klingons provided mauler technology to the Lyrans sooner. Lyrans can begin conversion or construction of maulers on Turn 1. (Note that the Roms invented the mauler, but the Klingons were the first on this side of the galaxy to import it and would have to be the ones to provide it to the Lyrans). — *Steven Petrick*

(653.11L) Pre-War Bases (+8): Place a Lyran BATS in 1208 and another in 1708. These can be used to support operations against the Kzintis and Feds. — *Steven Petrick*

(653.11M) Early CVs (+20): Historically, the Lyrans did not begin carrier production until much later. For this non-historical option, add one CVL to the Home, Far Stars, and Enemy's Blood fleets and one CV to the Red Claw (North) fleet. Allow CV and CVL substitutions from Turn 1 rather than the normal wait to Y171–2. — *Steven Petrick*

(653.11N) Fortified Borders (+10): The Lyrans attempt to fight a one-front war. Replace the BATS in 0212 and 0413 with starbases. The Lyrans cannot attack the Hydrans unless the Hydrans attack the Lyrans or LDR. — *Owen Riley*

(653.11O) Cruiser Production (+10): The Lyrans, like the Feds and Klingons, are a very powerful race. This could be reflected by adding one CA to the Spring and Fall production schedules, matching the Federation and Klingon cruiser production. As an option, this can be done for no cost if the schedule is changed to 1xDN (BC), 2xCA, 2xCW, 2xDW, 3xFF. — *Owen Riley*

(653.11P) The Lyran Blitz (+20): This entails better Lyran pre-war planning for an initial assault on the Kzintis. Add one Spring turn of production to the initial Lyran OB anywhere (this was built on Turn 0). The Lyran player actually buys the ships he wants, including overproduction, based on the availability of 86 EPs during a regular Lyran Spring production phase. This corresponds to the Klingon ships built on Turn 1 (the turn before they go to war). — *Steve Rossi*

(655.0) NO THOLIANS OPTION

When the Tholians arrived in our galaxy, they occupied what had long been Klingon territory at the tip of their spiral arm. This created a galacto-political dynamic that would have long-term effects on the galaxy. What would the General War have been like without this roadblock on the Klinshai-Remus route? This optional rule will allow you to find out.—*by Steven P Petrick*

(655.1) THOLIAN FLEET: Delete the Tholian fleet. It never arrived. There is no Tholian production or 312th fleet.

(655.2) PROVINCES: The eight hexes of the Tholian Holdfast and the four Neutral Zone hexes comprise two Klingon provinces. One includes 2617, 2618, 2619, 2718, and 2719. The other includes 2818, 2819, 2918, 2919, 3018, 3019, and 3119.

(655.3) BASES: Delete the starbase in 2819 and the BATS in 2818 and 3018. The starbase in 3019 and the BATS in 3119, 2918, and 2719 are Klingon bases.

(655.4) PLANET: Delete the Tholian homeworld. In that hex is the minor planet Kalesta, a Klingon colony world. This is the colony which the Federation never asked the Tholians about.

(655.5) DEPLOYMENT: Move the Tholian Border Squadron into the two new provinces, and turn over their original deployment area to the East Fleet. This group then becomes the Romulan Border Squadron and is NOT available to redeploy on Turn 1 as it historically was. The Federation 7th Fleet is released immediately if the Klingons attack the Federation.

(655.6) BALANCE: Using this option costs the Klingons 30 balance points under (653.0). However, this option should be used with mutual consent as an experiment; it cannot be freely selected by the Klingons without prior consent. ✪✪✪

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ANNEX (701) ORDERS OF BATTLE

PWC: Pre-war construction; ships added to geographic fleets in turns before that race enters the War. In non-historical campaigns, these ships are not part of the initial deployment of the race.

See (431.2) for construction of misc units.

RESV: Reserve marker assigned to that fleet.

NOTE: 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 (two turns).

The term "Allowed substitutions" refers to the production schedule, not the components of a carrier group.

Can always substitute CA or CC for DN; CA for CC.

‡ Indicates a unit in Special Operations, F&E Module #1.

(702.0) UNITED FEDERATION

1st (HOME) FLEET: Set up in 2908. 1xDN, 1xCC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 2xLAV, 3xTG, 1xFRD, 3xMB.
PWC: 1x [CVA+ECL+2xDE], 1xSWAC, 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. 1x [CVS+ DE+FFE], 1xCC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 1xSAV, 1xTG, 1xFRD, 1xResv.
PWC: 1xDN Fall Y168; 1x [CVB+ DE+FFE] Spring Y169; 3xNCL, 3xFF Spring Y170.

4th FLEET: Set up within three hexes of the Kzinti Neutral Zone and north of row xx05 inclusive, +2305. 1xCC, 3xCA, 3xDD, 1xSC, 3xFF, 1xSAV, 1xTG, 1xResv.
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, 1xTG, 1xResv.

6th FLEET: Set up within four hexes of the Romulan Neutral Zone, but not in the 7th or 5th Fleet areas. 1x [CVS+ DE+FFE], 1xCC, 3xCA, 3xCL, 3xDD, 1xSC, 6xFF, 1xSAV, 1xTG, 1xFRD, 1xResv.
PWC: 1xDN Fall Y169; 1x [CVB+ DE+FFE] 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: 1x [CVA+ECL+2xDE], 1xCA, 3xNCL, 3xFF.
Fall Y172: 1xDN, 1xCA, 6xNCL, 6xFF.
Spring Y173 and Y174: 1x [CVA+ECL+2xDE], 1xCC, 1xCA, 10xNCL,12xFF.
Fall Y173 and Y174: 1xDN, 2xCA, 12xNCL, 12xFF.

CONSTRUCTION (Turn 14 and after)

Spring Y175+: 1x [CVA + NAC+ DWA + FFE], 1xCC, 1xCA, 1x NCA, 11xNCL, 3xDW, 7xFF.
Fall Y175+: 1xDN, 2xCA, 1xNCA, 12xNCL, 4xDW, 8xFF.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

MOTHBALL RESERVE: 6xCA, 18xCL, 3xDD, 18xFF. Can activate 1xCA, 3xCL, 1xDD, 3xFF each turn after attacked, including turn of attack. (In the event of Limited War, one CL and one FF can be activated each turn.)

ALLOWABLE SUBSTITUTIONS

BC can be substituted for CA or DN once per year in Y177 and later.
BCJ can be substituted for BC in Y183+. ‡
CC can be substituted for CA in Y177 and later. CC can be substituted for DN at any time.
CVN can be substituted for CVA in Y175 or later. ‡
CVS can be substituted for CA+DD/NCL+FF once per year. See (432.5) for the CVB.
CVS or CVB can be substituted for CVA.
CVD or CBD can be substituted for CA + NCL + DW in Y175 or later; under carrier production limits. ‡
DDs and CLs can be substituted for NCLs.
DN+ can be substituted for DN or CVA in Y172 and later.
DNG can be substituted for DN or CVA in Y175+.
FV can be substituted for 2xFF in Y172 or later.
LTT can be substituted for NCL once per turn Y173+; LTTs cannot be produced by overproduction. ‡
NCL can be substituted for NCA ‡.
NVL can be substituted for 2xNCL + FF in Y173 or later.
NVS can be substituted for 2xNCL + FF in Y175 or later.
NVD can be substituted for 2xNCL + DW in Y176 or later. ‡
SCS can be substituted for CVA after any other race builds an SCS. ‡
TG can be substituted for CA once/year OR one CA can be converted to TG once/year but not both.
NCD can be substituted for NCL once per turn; see extra costs (309.0), total cost 8 points.

PRODUCTION NOTES

PODS: 3 CV (6 ftr factors), 3 battle (10-4), 2 light battle (6–0) at start.
SAV and LAV are in Special Operations ‡. Ignore these entries if you do not have that product.
Can build one CVA pod per year after Y171; can never have more than three CVA pods.
CVs: Maximum of two carrier groups plus one FV group per turn by any means, including no more than one CVA or SCS per year.
CVBs have 6 fighter factors until Y172.
One NVH ‡ can be built in the Spring of each year starting in Y180, replacing an NVS. See (440.1).
CVLs cannot be built by any means.
Six "free fighter factors" per turn; see (431.74).
NACs can be produced in Y175 and later turns.
DRONE: Can produce (by any means, sub for NCL or convert from NCL) no more than one NCD per turn Fall Y171+ and no more than two NCDs per turn (by any means) in Fall Y173+.

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. Also applies if the Hydrans activate the Feds.

(703.0) KLINGON EMPIRE

HOME FLEET: Set up within two hexes of 1411. 1xC8, 1xD7C, 3xD7, 1xD7A, 3xD6, 1xD6M, 3xD5, 3xF5Q, 3xF5S, 1x [FV + E4A], 6xE4, 1xTGA, 1x [D6V + 2xE4A], 1xFRD, 2xMB, 1xResv.

EASTERN FLEET: Set up within two hexes of Federation Neutral Zone (not 1707-1708). 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1x [FV + E4A], 3xE4, 1x [CVT + 2xE4A], 1xTGA, 1xSAV.

NORTHERN FLEET: Set up within two hexes of Kzinti Neutral Zone (not 1807-1808). 1xD7C, 3xD7, 3xD6, 1xD6D, 3xF5Q, 1xF5S, 1x [FV + E4A], 3xE4, 1x [D6V + 2xE4A], 1xTGA, 1xSAV.

WESTERN FLEET: Set up within two hexes of Hydran Neutral Zone. 1xD7C, 3xD7, 3xD6, 1xD6M, 3xF5Q, 1xF5S, 1x [FV + E4A], 3xE4, 1x [CVT + 2xE4A], 1xTGA, 1xSAV.

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, 1x [FV + E4A], 3xE4, 1xTGA, 1x Resv.

NORTHERN RESERVE: Set up in 1509. 1xC8, 1xD7C, 3xD7, 3xD6, 1xD6M, 1xD6S, 3xF5Q, 1xF5S, 1x [FV + E4A], 3xE4, 1x [CVT + 2xE4A], 1xTGB, 1xLAV, 1xFRD, 1xMB, 1xResv.

SOUTHERN RESERVE: Set up in 1716. 1xD7C, 3xD7, 3xD6, 1xD6D, 1xD6S, 3xF5Q, 1xF5S, 1x [FV + E4A], 3xE4, 1x [D6V + 2xE4A], 1xTGB, 1xLAV, 1xFRD, 1xMB, 1xResv.

CONSTRUCTION (Turns 1 through 6)
SPRING: 1xC8, 2xD7, 9xD5, 2xF5Q, 3xE4.
FALL: 1xD7C, 1xD7, 1xD6, 9xD5, 2xF5Q, 3xE4.

CONSTRUCTION (Turns 7 through 13)
SPRING: 1xC8, 2xD7, 9xD5, 3xF5Q.
FALL: 1xD7C, 1xD7, 1xD6, 9xD5, 3xF5Q.

CONSTRUCTION (Turn 14 and after)
SPRING: 1xC8, 2xD7, 1xD5W, 8xD5, 3xF5W, 2xF5Q.
FALL: 1xD7C, 1xD7, 1xD6, 1xD5W, 8xD5, 3xF5W, 2xF5Q.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

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 (i.e., with all three powers). 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
C7 for D7 or C8 once per year in Y178 and later; D7C for D7 in Y179 and later.
C8V group for C8+D5+2xF5 once per year in Y174 and later.
C8S group for C8+D5+2xF5 once per year in Fall Y179 and later, replacing C8V. ‡
D6V group for D6 and 2x E4 in Y167 or later.
DV group for D7 and 2xE4 in Y171 and later.
DVS group for D7+D5+F5 in Y173 and later.
D5 for D5W. ‡
D5D for D5 once per turn (build cost 8 points).
D5V group for 2xD5+F5 once/turn Y170+.
D6 for D7.
D6D for D6 or D7 (limited).
D6M for D6 or D7 once per turn.
E4 for F5.
F5 for F5L or F5W.
FV group for F5+E4 once per turn.
EV group for 2xE4 once per turn Y169 and later.
LTT can be substituted for D5 once per turn Y169+; LTTs cannot be produced by overproduction. ‡
TG-A/B for D6 or D7 once per year.

PRODUCTION NOTES
PODS: 4 battle pods, 2 drone pods, 4 carrier pods at start. Can build two CVA pods (total) in Y175+, 2 PFT pod sets Y179+. The pods on the CVTs are above these limits, but cannot be removed from the CV-tugs. Replacement drone pods count against the limit of drone ships (one or two pods bought on the same turn).
SAV and LAV are in Special Operations ‡. Ignore these entries if you do not have that product.
CVs: Maximum of two carrier groups + 1xFV or EV per turn by any means; maximum of one C8V or C8S per year.
CVTs: The escorts can be replaced with larger ones as per the (515.0) rules.
Six "free fighter factors" per turn; see (431.74).
MAULERS: Can produce no more than two maulers of any type by any means per turn. MD5s ‡ can be built Y170+ and count against the overall mauler limit.
DRONE: Can produce no more than two D6Ds by any means per turn. D5Ds can be produced in Y170+ and count against the limit of D6Ds per turn.
SFG ‡: Can convert one ship to SFG variant each Spring turn (312.11). See (312.12) for starbases.
OTHER: Can produce (substitute or convert D7) one D7D per year starting in Y176. ‡
F5Q indicates 1xF5L + 2xF5.
SPECIAL: Swarm (514.0); 77th Division ‡ (513.2).

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(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 or Lyran maulers exist or can be built.)

Note the requirement to explore some provinces in (603.15) and the restrictions on building ships in (431.6).

HOME FLEET: Set up in 4514 and/or 4613. 2xSP, 1xSK, 1xKE, 8xWE, 1xSE, 1x [2xWH + 2xBHE], 1xFAL, 3xSN, 3xSNB, 1xSAV, 1xLAV, 2xFRD, 1xMB, 1xResv.
K: 1xKRC, 2xKR, 1xKRM, 2xKRT, 2xK5Q, 1xK5S
PWC: 1xK9R, 1xCON, 1xSUP, 1x [SPB + 2xSKE], 1xFH, 2xSP, 1xSPC, 3xSK, 1xSKF, 1x [SKB + SKE], (2xWE/KE), 3xK4.

FLEET OF THE NORTH: Set up in provinces 4310, 4610, 4810, 4312, 4712, 4413. 1xKE, 8xWE, 1xSE, 1xFAL, 3xSN, 3xSNB, 1x [3xFE], 1xMB, 1xResv.
K: 1xKRC, 2xKR, 1xKRM, 1xK5Q, 1xK5S.
PWC: 1xCON, 1xSUP, 1x [SPB + 2xSKE], 1xFH, 4xSP, 1xSPC, 3xSK, 1xSKF, 1x [SKB + SKE], (2xWE/KE), 3xK4.

FLEET OF THE WEST: Set up in provinces 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918. 1xKE, 8xWE, 1xSE, 1xFAL, 1x [2xWH + 2xBHE], 3xSN, 3xSNB, 1x [3xFE], 1xMB, 1xResv.
K: 1xKRC, 2xKR, 3xK7R, 1xKRM, 1xK5Q, 1xK5S
PWC: 1xCON, 1xSUP, 1x [SPB + 2xSKE], 1xFH, 4xSP, 1xSPC, 3xSK, 1xSKF, 1x [SKB + SKE], (2xWE/KE), 3xK4.

PATROL DETACHMENT: Set up in 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: 1xKC9†, 1xSUP, 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: 1xNH, 1xFH, 3xSP, 3xSK, 1xWE, 1xSN.
Fall turns: 1xCON, 1xFH, 3xSP, 3xSK, 1xWE, 1xSN.

CONSTRUCTION (Turn 12 and after)

Spring turns: 1xNH, 1xFH, 3xSP, 3xSK, 1xWE, 3xSEH.
Fall turns: 1xCON, 1xFH, 3xSP, 3xSK, 1xWE, 3xSEH.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS

BH for SK; see (431.62).
CNV group for CON + SP + 2xSK in Y175+.
FAL for WE or SP once per turn; see (431.62).
FH for CON, SUP, or NH.
FHF for FH in Y175+.
NH for FH in Y180 and later.
PHX group for CON + SP + 2xSK in Y182 and later. ‡
SEB group for 2xSEH once per turn.
SKB group for 2xSK once per turn.
SPB group for SP + 2xSK once per turn.
SPF for SP once per turn.
SPH, SPC, or SPE for SP once per turn (each, within appropriate limits).
SPJ for SP once per turn Y177+. ‡
SUB group for SUP + SP + 2xSK in Y173+.
SUP or NH for CON.
TH group for NH + SP + 2x SK in Y185+. ‡
WE for SP; see (431.62).
WH group for overbuilt 2xBH + (2xBH or SN).

PRODUCTION NOTES

PODS: Romulans do not use pods.
SAV and LAV are in Special Operations. Ignore these entries if you do not have that product.
CVs: Maximum carrier production (by any means) is: one SPB and one SKB per turn, plus one CNV or one SUB (or one TH or one PHX) per year, plus one SUP per turn (Spring: sub for or convert from NH; Fall sub for CON or convert from NH), plus one WH per turn (any means). Can convert KR to KRV (and K4 to K4D) in Y170 or later; this counts against the overall carrier limit (i.e., one SP or SUB or SUP must be given up to make room for the KRV). One SEB can replace the SKB or WH.
Three "free fighter factors" per turn; see (431.74).
MAULERS: Can produce no more than three maulers of any type by any means per turn. FHF can be built or substituted for FH in Y175+ but counts against the overall mauler limit.
SPECIAL: No more than one SPJ per turn.
Maximum of one WE/KE conversion per turn.
Maximum of one SPH by any means per turn.
Can produce one KH per year (by conversion or substitution for an NH) starting Y183. ‡
Can convert KR to KRP in Y182+.
CHs can be produced by conversion of WH or BH in Y182 and later. ‡

NOTE ON WAR STATUS: 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.

(705.0) KZINTI HEGEMONY

HOME FLEET: Set up in 1401. 1xDN, 1x [CV + MEC + EFF], 1x [CVL + MEC + EFF], 1x [CVE + EFF], 1xCC, 3xBC, 1xCD‡, 1xCL, 3xDD, 3xFF, 1xSDF, 1xSF, 1xTGC, 1xLAV, 1xFRD, 1xMB.

BARON'S FLEET: Arrives at 1401 by Strategic Movement (204.39). 1x [CV + MEC + EFF], 1x [CVE + EFF], 1xCC, 3xBC, 1xCL, 1xDF, 1xSF, 1xTGT, 1xSAV, 1xFRD, 1xMB.

MARQUIS' FLEET: Set up in 1902 and 1803. 1x [CV + MEC + EFF], 1x [CVL + MEC + EFF], 1x [CVE + EFF], 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xTGT, 1xSAV.

DUKE'S FLEET: Set up within two hexes of Klingon Neutral Zone east of 10xx inclusive. 1xDN, 1x [CV + MEC + EFF], 1x [CVL + MEC + EFF], 1x [CVE + EFF], 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xLAV, 1xTGC, 1xResv.

COUNT'S FLEET: Set up west of 09xx inclusive. 1x [CV + MEC + EFF], 1x [CVL + MEC + EFF], 1x [CVE + EFF], 1xCC, 3xBC, 1xCL, 1xDF, 1xFF, 1xSF, 1xTGT, 1xSAV, 1xResv.

CONSTRUCTION

Fall Y168: 1xBC, 1xDD, 2xFF.
Spring Y169: 1xBC, 1xCM, 2xDD, 3xFF.

CONSTRUCTION (Turns 3 through 14)

Fall turns Y169+: 1xBC, 3xCM, 6xFF.
Spring turns Y170+: 1xDN, 3xCM, 6xFF.

CONSTRUCTION (Turns 15 and later)

FALL Y175+: 1xBC, 1xNCA, 2xCM, 3xDW, 3xFF.
SPRING Y176+: 1xDN, 1xNCA, 2xCM, 3xDW, 3xFF.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS

BCH for BC or DN once per year in Y180 and later.
CC for BC in Y180 and later.
CD‡ for BC (limited). (Replace CD with BC allowed.)
CL or DD for CM.
CM for NCA. ‡
CMV group for 2xCM+FF in Y174 and later.
CV group for BC+CM/CL+FF.
CVA group for DN + 2xCM/CL + FF Spring Y173 or later. CVN group in Y176 and later. ‡
CVD ‡ group for BC + CM/CL + DW in Y175+.
CVE group for CM/CL+FF.
CVL group for BC+CM/CL+FF.
DF for FF (once per turn, total cost 5 points).
DWE for FF once per year Y173 and Y174.
LTT can be substituted for CM once per turn Y171+; LTTs cannot be produced by overproduction. ‡
MDC for CM (once per turn, total cost 8 points).
MVD for 2xCM + DW in Y175 and later. ‡
SCS for CVA in Fall Y181 or later. ‡
TGT or TGC for BC once per year.

PRODUCTION NOTES

PODS: 6 carrier pods, 4 battle pods at start. Can build two (total) CVA pods in Y175 or later. Can build two (total) PFT pod sets in Y181+.
SAV and LAV are in Special Operations. Ignore these entries if you do not have that product.
CVs: Can produce (by any means) no more than two carrier groups (CV, CVD, CMV, MVD, CVL, CVE) plus one CVE per turn, including no more than one CVA or CVN or SCS per year.
Six "free fighter factors" per turn; see (431.74).
DRONE: Can produce (by any means) no more than two drone ships (CD, MDC, SDF, DF) per turn. MDC can be built Y170+ and counts against drone ship limit. Replacement battle pods count against the limit of drone ships (one or two pods bought on the same turn).
SPECIAL: 23rd Ficon Division (513.3). ‡

(706.0) GORN CONFEDERATION

1st (HOME) FLEET: Set up in capital hexes. 1xCC, 2xBC, 5xCL, 6xDD, 1xSC, 2xTG, 2xFRD, 2xMB, 1xResv.
PWC: 1xDN, 4xHD, 6xBD, 1x [CV + CLE + DE].

2nd FLEET: Set up in provinces 3901, 4101, 4104. 1xCC, 2xBC, 4xCL, 6xDD, 1xSC.
PWC: 1xDN, 3xHD, 6xBD.

6th FLEET: Set up in provinces 4107, 4307, 4707, and 4906 and starbases 4206 and 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 Spring Y173: 1xDN, 2xHD, 2xBD.
Turn 11 Fall Y173: 1x [CV + CLE + DE].

WARTIME CONSTRUCTION (Turns 12 and onward)

SPRING: 1xDN, 1xCM, 3xHD, 3xBD.
FALL: 1xBC, 1xCM, 3xHD, 3xBD.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS

BCH for BC or DN once per year in Y180 and later.
CC for BC in Y178 and later.
CL for BC or HD once per turn.
CVA: If CVAs are allowed (513.41), no more than one may be built per year. This does not count against the limit of other carrier production.
DD for BD; see (431.5) as this allows DDs to be built at starbases.
HD for CM. ‡
HV group for 2xHD+BD or CV group 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.)
LTT can be substituted for HD once per turn Y172+; LTTs cannot be produced by overproduction. ‡
SCS group can be substituted for DN + HD + 2xBD in Spring Y183 or later. This would count as the one CVA per year if CVAs were used. ‡
TG for BC once per year OR one CL or BC can be converted to a TG once per year but not both.

PRODUCTION NOTES

PODS: 2 heavy battle and 2 light battle at start. No CV or CVA pods. Can build a total of two PFT pods in Fall Y182+.

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CVs: Maximum of one carrier group (CV or HV) conversion per year (Spring only).
Six "free fighter factors" per YEAR; see (431.74).
SPECIAL: Can convert one CL to LSC in Turn 5 at no cost; thereafter, normal conversion rules apply. ‡
CMs can be produced by conversion of HDs; maximum of one per turn (in addition to the one built on the normal schedule) Y173+. ‡
LSC: Can produce (build or substitution) one LSC per year in Y170+.

(707.0) THOLIAN HOLDFAST

1st FLEET: Set up in 2719, 2818, and/or 2819. 1xCA, 1xDD, 3xPC, 1xSC.
2nd FLEET: Set up in 2918. 1xCA, 1xDD, 3xPC, 1xSC.
3rd FLEET: Set up in 3018, 3019, and/or 3119. 1xCA, 1xDD, 3xPC, 1xSC.
HOME FLEET: Set up in 2919. 1xCA, 1xDD, 3xPC, 1xCPC, 1xMB, 1xResv.

CONSTRUCTION (Pre-War)
One PC per turn plus:
Turn 2 Spring Y169: 1xDN.
Turn 4 Spring Y170: 1x [BW + PCE].
Turn 6 Spring Y171: 1xDN.
Turn 8 Spring Y172: 1x [BW + PCE].
Further Peacetime production (Turns 10, 12, etc.) is one ship of any type.

CONSTRUCTION (Wartime)
Spring 1xDN and 1xPC (or 1xCA + 2xPC).
Fall: 1xDD and 2xPC.
Two "free fighter factors" per year in either turn.

CONSTRUCTION (Starting in Turn 20)
Spring: 1xDN, 1xCW, and 1xPC (or 1xCA + 1xCW + 2xPC).
Fall: 1xCA, 1xCW, 1xDD, and 2xPC.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS
[BW+PCE] for 2xPC in Wartime. Maximum of one BW per turn by any means.
PC for DD or BW; 2xPC for CA.
CA/CC + PC or 3xPC for DN.
CC for CA.
CPC for 3xPC/DD once/year in Wartime.
CVA group for CA+2xPC in Y173+. Maximum of one CVA per year by any means.
LTT can be substituted for CW once per turn Y178+; LTTs cannot be produced by overproduction. ‡
PFT for DD in Y180 and later.

(708.0) ORION PIRATES

Reserved for later expansions. See (504.0).
Cannot produce more than one carrier per turn.
Cannot produce more than one CA per turn. BCHs cannot be built before Y180 and replace CAs in the production limit.
Orions are provided in Special Operations with "scout" counters which can be used for mercenary operations, but not for piracy.
Orions are provided with "carrier escort" counters which can be used with the carriers to create carrier groups, although the carriers are not required to have escorts. If used for piracy when not in a carrier group, the escorts lose one point of offensive potential as per (515.0).
Orions cannot produce or use PFs or PFTs before Y180.
Note that some counters in Special Operations are provided with a "C" special designator, indicating that they have cloaking devices and are treated as cloaked ships (306.0).

(709.0) HYDRAN KINGDOM

HOME FLEET: Set up in 0617. 1xLM, 3xRN, 3xLN, 1xSC, 1xTG, 1xCR, 2xHN, 1xLAV, 2xFRD, 2xMB, 1xResv.
EXPEDITIONARY FLEET: Set up in 0716. 1xLB, 3xDG, 3xKN, 1xSC, 1xTG, 1xCR, 2xCU, 1xLAV, 1xResv.
FIRST FLEET: Set up in 0915, 1116, 1217, 1219, and/or 1017. 1xLM, 3xRN, 3xLN, 1xSC, 1xTG, 1xCR, 2xHN, 1xSAV.
SECOND FLEET: Set up in 0114, 0315, 0515, 0714, and/or 0215. 1xLB, 3xDG, 3xKN, 1xSC, 1xTG, 1xCR, 2xCU, 1xSAV.
OLD COLONIES SQUADRON: Set up in off-map holding area. 1xLM, 3xLN, 1xCR, 2xHN, 1xSAV. 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/(1) 5>, 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; an LC will be provided in a future product.]

CONSTRUCTION
Fall Y168: 1xRN, 1xHR, 3xHN.
Sprg Y169: 1xPAL, 1xRN, 1xHR, 3xHN.
Fall Y169: 1x [UH + DE + 2x AH], 1xDG, 1xTR, 3xHN, 3xCU.
Sprg Y170: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y170: 1x [CV + DE + 2x AH], 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y171: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y171: 1x [UH + DE + 2x AH], 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y172: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.
Fall Y172: 1x [CV + DE + 2x AH], 1xDG, 2xHR, 1xTR, 3xHN, 3xCU.
Sprg Y173: 1xPAL, 1xRN, 2xHR, 1xTR, 3xHN, 3xCU.

LATER CONSTRUCTION (Fall Y173 through Fall 175)
Fall: 1xCC, 1xDG, 3x(HR or TR), 1xLN, 3xHN, 3xCU.
Sprg: PAL, RN, 3x(HR or TR), KN, 3xHN, 3xCU.

LATER CONSTRUCTION (Y176+)
Fall: 1xCC, 1xDG, 1xMHK, 2x(HR or TR), 1xLN, 3xDW, 3xFF.
Sprg: PAL, RN, 1xIRQ, 2x(HR or TR), KN, 3xDW, 3xFF.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS
CR for HN or CU once per turn.
CV group for CA + LN/HR + 2xHN in Y171+, max of once per turn.
CVE group for 2x FF in Y175 and later.
CVM group for MHK/IRQ + HR/TR + DW in Y175 and later.
DWF for HN once per turn during Y173-6 with a maximum of two DWFs total on those six turns (prototypes).
HN for CU, but not vice versa.
HR for TR, but not vice versa.

HR for MHK, TR for IRQ. ‡
ID group for PAL + LN/HR + 2xHN in Y173+.
KN for TR.
LM for RN, LB for DG in Y180+.
LN for HR.
LP for PAL + HR/TR + LN/KN + DW in Y180+. ‡
LTT can be substituted for HR once per turn Y171+; LTTs cannot be produced by overproduction. ‡
NCV group for 2xHR/TR + HN in Y173+.
OV for CC or PAL once per year in Y180 and later.
TG for CA once per year OR can convert one CA to TG once per year but not both.
UH for 2xDD + 2xHN in Y170+.

PRODUCTION NOTES

PODS: 2 carrier, 1 fire support, 1 fighter conveyor, 2 battle at start. No CVA pods. Can build two (total) PFT pod sets in Y180+
DWE: If you do not have Special Operations, you can still use the DWE counters provided in Carrier War by substituting one DWE for one frigate each turn.
SAV and LAV are in Special Operations. Ignore these entries if you do not have that product.
CVs: 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. Can build one CVE per turn Y175+ in addition to "true carriers." Cannot build CVMs before Y176.
Six "free fighter factors" per turn; see (431.74).
CLASSES: CC is LB or LM or LC; DD is LN or KN; CA is RN or DG; NCA is IRQ or MHK; DW is DWF or DWH; FF is HN or CU.

(710.0) ANDROMEDAN INVADERS

Reserved for later expansion.

(711.0) LYRAN EMPIRE

RED CLAW FLEET: Set up 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: Set up 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: Set up 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 (Y168-Y174)

Spring: 1xDN, 1xCA, 3xCW, 3xDW, 3xFF.
Fall: 1xBC, 1xCA, 3xCW, 3xDW, 3xFF.

CONSTRUCTION RATE (Y175 and later)

Spring: 1xDN, 1xCA, 1xNCA, 2xCW, 3xDW, 3xFF.
Fall: 1xBC, 1xCA, 1xNCA, 2xCW, 3xDW, 3xFF.
NOTE: This construction series requires the use of Special Operations, F&E Module #1.

ALLOWABLE SUBSTITUTIONS

BCH for BC or DN once per year in Y180 and later.
CC for CA in Y180 and later.
CL for CA.
CV group 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.)
CVS group for CA + CW + 2DW in Y173 or later.
CVA: If CVAs are allowed (513.41), CVA can be substituted for DN + CW + 2DW in Y175+ instead of CV substitution.
CVL group for CW + CW + DW once per year Y171 and later.
CW for NCA ‡.
DD for CW.
LTT can be substituted for CW once per turn Y170+; LTTs cannot be produced by overproduction. ‡
SCS group for DN + CW + 2xDW in Spring Y179 or later, once per year. Counts against CVA limits if CVAs were built. ‡
STT for CA once per year in Y170+. Can substitute STJ ‡ for CW once per year in Y171+; see overall production limits.
TGC or TGP for CA once per year OR can convert one CA to TGC or TGP once per year but not both.

PRODUCTION NOTES

PODS: 2 battle pods at start. 2 carrier pods (total) can be built in Y171+. Can build two K-Battle Pods (total) Y166+ (not built at start); can build one K-VP pod (total) in Y177+. Can produce two (total) PFT pods in Y180+.
SAV and LAV are in Special Operations. Ignore these entries if you do not have that product.
CVs: Maximum of one carrier group substitution and one carrier group conversion per year.
Six "free fighter factors" per year; see (431.74).
Maulers: Can produce no more than two maulers of any type by any means per turn, and none before Y170. STJs ‡ cannot be produced before Y171.
Can begin production (any means) of BCHs in Y180.

(712.0) WYN STAR CLUSTER

Reserved for later expansions.

(713.0) INTERSTELLAR CONCORDIUM

Reserved for later expansions.

(714.0) LYRAN DEMOCRATIC REPUBLIC

Reserved for later expansions.

(715.0) - (750.0) Reserved for later expansions.

NOTE ON ANNEXES IN CARRIER WAR

These Annexes completely replace the annexes found in Deluxe F&E, and incorporate all known corrections as well as the new information from Carrier War. In addition, these annexes include the production, conversion, and other data for new units introduced in F&E Module #1 SPECIAL OPERATIONS.

As such, Carrier War will work more smoothly if combined with Special Operations. If you do not have Special Operations, replace the units marked ‡ with the equivalent base hull (delete the auxiliary carriers). NCAs (including D5W and CM) are replaced with heavy cruisers, while DWs are replaced with frigates (F5Ws with F5s).

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ANNEX (751.0) CONVERSION COSTS

NOTES: CCs can be converted into anything that the CA of the same race can be converted into.

Conversions do NOT include the cost of fighters or PFs. These must be purchased; see (432.2).

Some conversions require that you have SPECIAL OPERATIONS.

GENERAL

Captured ship (305.3) ..... 3 pts
MB to battle station ..... 9 pts
BATS to starbase..... 30 pts
See (502.65) for Fed bases.

FEDERATION

DN to DN+..... 1 pt
DN to DNG..... 2 pts
DN+ to DNG..... 1 pt
DN (any) to CVA ..... 2 pts
DN (any) to SCS ..... 5 pts
CVA to SCS ..... 5 pts
BC to BCJ ..... 1 pt
CA to CC..... 2 pts
CA to TG ..... 4 pts
CA to CVS..... 2 pts
CL to ECL ..... 1 pt
NCL to NCA ..... 3 pts
NCL to NCD..... 3 pts
NCL or NCD to NSC ..... 3 pts
NCL to NVL or NVS ..... 2 pts
NCL to NVH ..... 5 pts
NVL to NVS..... 3 pts
NCL to NEC ..... 1 pt
NEC to NAC..... 1 pt
NCL to NAC ..... 1 pt
NCL to LTT ..... 3 pts
NCL to NPF..... 5 pts
DD to SC..... 5 pts
DD to DE..... 1 pt
DW to DWA..... 1 pt
DW to DWS..... 2 pts
FF to FFS..... 2 pts
FF to FFE..... 1 pt
FF to FV ..... 2 pts

CARRIER GROUPS

4CVA + NCL + FF to.....
..... 4CVN + CL + DD.....4 pts
3CVS to 3CVB ..... see (432.5)
3CVD to 3CBD..... see (432.5)
CA+ DD + FF to 3CVS..... 4 pts
CA+ NCL + DW to 3CVD..... 4 pts
2xNCL + FF to 3NVL..... 4 pts
2xNCL + DW to 3NVD ..... 4 pts
2xNCL + FF to 3NVS..... 4 pts
3NVL to 3NVS..... 4 pts
3NVL+DW to 3NVD + FF..... 5 pts
3NVS+DW to 3NVD + FF ..... 2 pts
3NVS+DW to 3NVD + FFE..... 1 pt
3CVS+NCL+DW to .....
.....3CVD+DD+FF..... 4 pts
2xNCL+DW to 3NVH ..... 7 pts
See rule (440.1) for NVH discount.
2xFF to 2FV ..... 3 pts

KLINGONS

B10 to B10A (312.11)..... 3 or 6 pts
C8 to C9A (312.11)..... 3 pts
C8 to C8V ..... 2 pts
C8 to C8S ..... 5 pts
C7 to C7A (312.11)..... 3 pts
D7 to D7A (312.11)..... 3 pts
D7 to D7C.....2 pts
D7 to D7D.....1 pt
D7 to D7V ..... 2 pts
D6 to D6M .....5 pts
D6M to D6? is not allowed.
D6 to D6D.....3 pts
D6 to D6S ..... 4 pts
D6 to D6P ..... 5 pts
D6 to D6V ..... 2 pts
TGB to TGA ..... 5 pts
D5 to D5A (312.11)..... 3 pts
D5 to AD5 ..... 1 pt
D5 to D5D.....3 pts
D5 to MD5 .....4 pts
MD5 to D5? is not allowed.
D5 to D5P ..... 5 pts
D5 to D5S ..... 3 pts
D5 to D5V ..... 2 pts
D5 to D5W .....3 pts
D5 to LTT.....3 pts
F5 to F5L ..... 2 pts
F5 to F5W.....2 pts
F5 to F5E ..... 1 pt
F5 to F5S ..... 2 pts
F5 to FV ..... 2 pts
E4 to E4A..... 1 pt
E4 to EV..... 2 pts
D5P + D6P to 77th..... (513.2)
SB to SBA (312.11) ..... 3 or 6 pts

CARRIER GROUPS

4C8V to 4C8S (SCS)..... 5 pts
C8 + D5 + 2F5 to 4C8V .....5 pts
C8 + D5 + 2F5 to 4C8S .....8 pts
D7 + D5 + F5 to 3DVS.....4 pts
D7 + 2xE4 to DV.....4 pts
TGA + 2E4 to 3CVT.....4 pts
D6 + 2E4 to 3D6V..... 4 pts
2D5 + F5 to 3D5V.....4 pts
F5 + E4 to 2FV..... 3 pts
E4 + E4 to 2EV..... 3 pts
Any D7 can be converted to anything a D6 can be converted to.

ROMULANS

CON to CNV .....2 pts
CON to PHX .....5 pts
CNV to PHX.....5 pts
BH to BHE ..... 1 pt
BH to WH..... 1 pt
2BH to 2CH .....5 pts
FH to NH.....2 pts
FH to FHF..... 5 pts
FHF to FH is not allowed.
FH to SUP .....4 pts
K5 to K5S..... 2 pts
K7R to KRC .....2 pts
KE or WE to FAL ..... 5 pts
KR or K7R to KRM..... 5 pts
KR to KRV ..... 2 pts
KR to KRP ..... 5 pts
KRM to KR? is not allowed.
K4 to K4D .....1 pt
NH to KH..... 3 pts
NH to SUP .....2 pts
SEH to SEB.....2 pts
SEH to SEE..... 1 pt
SEH to SEC..... 2 pts
SE? to SEH ..... 1 pt
SK? to SK ..... 0 pts
SK? to SKB..... 1 pt
SK? to SKE..... 1 pt
SK? to SKF.....2 pts
SN to SNB ..... 1 pt
SP? to SP or SPH .....0 pts
SP? to SPB..... 1 pt
SP? to SPJ .....3 pts
SP? to SPM..... 1 pt
SP? to SPC .....3 pts
SP? to SPE..... 5 pts
SP? to SPF.....4 pts
SP to FH ..... 4 pts
SPC to SPE.....5 pts
SPM to SP? is not allowed.
SPF to SP? is not allowed.
SUP to SUB..... 1 pt
SUP to TH .....5 pts
WE to KE or SE.....3 pts
4WH to 2CH +2BHE..... 5 pts
3xWE/KE to 3FE..... 3 pts

CARRIER GROUPS

4CNV to 4PHX .....5 pts
CON + SP + 2xSK to 4CNV ... 5 pts
4xBH to 4WH..... 4 pts
2BH+2SNB to 4WH..... 4 pts
2BH+2SN to 4WH..... 5 pts
SUP + SP + 2SK to 4SUB..... 4 pts
SUP + SP + 2SK to 4TH..... 8 pts
SP? + 2SK? to 3SPB..... 3 pts
SK? + SK? to 2SKB..... 2 pts
2 SEH to 2SEB ..... 3 pts
KR + 2K4 to 3KRV..... 4 pts

ROMULANS (From Klingon ships)

C8 to KC9 ..... 5 pts
D7C to KRC..... 3 pts
D7 to K7R ..... 3 pts
D6 to KR ..... 3 pts
TGB to KRT.....4 pts
F5L to K5L.....2 pts
F5 to K5.....2 pts
E4 to K4..... 2 pts

The costs for conversion of Klingon ships to Romulans 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 pts, of which 11 is paid to the Klingons (added to their treasury).

See (433.43) for special rules on conversions of modular ships.

KZINTIS

DN to CVA ..... 2 pts
DN to SCS ..... 5 pts
CVA to SCS ..... 5 pts
BC to BCH ..... 5 pts
BC to CC ..... 2 pts
BC to CD ..... 3 pts
BC to CV ..... 7 pts
BC to CVL ..... 2 pts
BCH to CV ..... 2 pts
CL to CVE ..... 2 pts
CM to CMV ..... 2 pts
CM to LTT ..... 3 pts
CM to MDC ..... 3 pts
CM to MEC ..... 1 pt
CM to MPF ..... 5 pts
CM to MSC ..... 3 pts
CM to NCA ..... 3 pts
DD to PFT ..... 5 pts
DW to DWE ..... 1 pt
DW to DWS ..... 2 pts
DWS or DWE to DW ..... 1 pt
FF to DF ..... 2 pts
FF to EFF ..... 1 pt
FF to SDF ..... 3 pts
FF to SF ..... 2 pts
DF or SF to SDF ..... 2 pts
TGT to TGC ..... 5 pts
2 PFT to 23rd ..... (513.3)

CARRIER GROUPS

DN + 2CM/CL + FF to 4CVA ..... 5 pts
DN + 2CM/CL + FF to 4SCS ..... 8 pts
DN + 2CM + DW to 4CVN ..... 5 pts
4CVA + 2DW to 4CVN + 2FF ... 4 pts
4CVA + 2DW to 4CVN + 2EFF . 2 pts
4CVA + DW to 4SCS + EFF ..... 6 pts
4CVN + CM to 4SCS + DWE .... 6 pts
BCH + CM /CL + FF to 3CV ..... 4 pts
BCH + CM + DW to 3CVD ..... 4 pts
3CV + DW to 3CVD + FF ..... 2 pts
3CV + DW to 3CVD + EFF ..... 1 pt
CL + FF to 2CVE ..... 3 pts
BC + CL/CM + FF to 3CVL ..... 4 pts
2CM + FF to 3CMV ..... 4 pts
2CM + DW to 3MVD ..... 4 pts
3CMV + DW to 3MVD + FF ..... 2 pts
3CMV + DW to 3MVE +EFF ..... 1 pt

ORIONS

BR to BRE ..... 1 pt
BR to CVS ..... 2 pts
BR or CVS to BPF ..... 5 pts
CR to CR(C) ..... 3 pts
CR to CRE ..... 1 pt
CVL to PFT ..... 5 pts
DW to DW(C) ..... 2 pts
DW to DWE ..... 1 pt
DW to DWS ..... 3 pts
LR to LR(C) ..... 2 pts
LR to LRE ..... 1 pt
LR to LRS ..... 2 pts
SAL to CVL ..... 2 pts
SAL to PFT ..... 5 pts

CARRIER GROUPS

SAL + CR + LR to 3CVL ..... 5 pts
2xBR + DW to 3CVS ..... 5 pts

GORNS

DN or CVA to SCS ..... 5 pts
DN to CVA ..... 2 pts
BC to CC ..... 1 pt
BC to BCH ..... 4 pts
CL to BC ..... 4 pts
CL to LSC ..... 4 pts
CL or BC to TG ..... 4 pts
CL to CV ..... 2 pts
CL to CLE ..... 1 pt
HD to HDP ..... 5 pts
HD to HDE ..... 1 pt
HD to HDS ..... 3 pts
HD to CM ..... 3 pts
HD to LTT ..... 3 pts
HD to HV ..... 2 pts
BD or SC to BDS ..... 2 pts
BD or SC to BDP ..... 5 pts
BD to BDE ..... 1 pt
DD to BDE ..... 2 pts
DD to BD ..... 2 pts
DE to BDE ..... 2 pts
DD to PFT ..... 5 pts
DD to BDS ..... 3 pts
DD to BDP ..... 6 pts
DD to SC ..... 2 pts
DD to DE ..... 1 pt

CARRIER GROUPS

2xCL + DD to 3CV ..... 4 pts
2xHD + BD to 3HV ..... 4 pts
DN + HD + 2BD to 4CVA ..... 5 pts
DN + HD + 2BD to 4SCS ..... 8 pts
4CVA to 4SCS ..... 5 pts

THOLIANS

CA to CVA ..... 2 pts
CA to CC ..... 2 pts
CW to CWE ..... 1 pt
CW to LTT ..... 3 pts
CW to CWS ..... 3 pts
CW to PFW ..... 5 pts
PC to DD ..... 3 pts
3PC to 3CPC ..... 3 pts
2PC to CA ..... 4 pts
2PC to CW ..... 4 pts
3PC to DN ..... 6 pts
PC to SC ..... 2 pts
PC to PFT ..... 5 pts
PC to BW ..... 2 pts
PC to PCE ..... 1 pt

CARRIER GROUPS

CA + 2xPC to 3CVA ..... 4 pts
2xPC to 2BW ..... 3 pts

HYDRANS

PAL to ID ..... 2 pts
PAL to LP ..... 5 pts
Any CC to any CC ..... 3 pts
CA to TG ..... 4 pts
CA to CV ..... 2 pts
DG to LB ..... 2 pts
RN to LM or LC ..... 2 pts
DG to RN ..... 3 pts
RN to DG ..... 3 pts
CW to NSC ..... 3 pts
CW to NPF ..... 5 pts
CW to NCV ..... 2 pts
CW to NEC ..... 1 pt
CW to LTT ..... 3 pts
HR to MHK ..... 3 pts
TR to IRQ ..... 3 pts
TR to HR ..... 3 pts
HR to TR ..... 3 pts
MHK to IRQ ..... 3 pts
IRQ to MHK ..... 3 pts
CW to CVM ..... 2 pts
NCV to CVM ..... 1 pt
LN to KN ..... 3 pts
KN to LN ..... 3 pts
DD to PFT ..... 5 pts
DD to UH ..... 2 pts
DD to DE ..... 1 pt
DW to DWS ..... 2 pts
DW to DWE ..... 1 pt
DWF to DWH ..... 2 pts
DWH to DWF ..... 2 pts
HN to CU ..... 1 pt
CU to HN ..... 1 pts
FF to CR ..... 2 pts
FF to SC ..... 2 pts
FF to AH ..... 1 pt
FF to CVE ..... 2 pts
HN to DWF ..... 2 pts
CU to DWH ..... 2 pts

CARRIER GROUPS

PAL + DD + 2xFF to 4ID ..... 5 pts
4ID + CW + DW to 4LP + 2AH . 7 pts
PAL + DD + CW + DW to 4LP .. 8 pts
2DD + 2FF to 4UH ..... 5 pts
CA + DD + 2FF to 4CV ..... 5 pts
2xCW + FF to 3NCV ..... 4 pts
2xCW + FF to 3CVM ..... 4 pts
2xFF to 2CVE ..... 3 pts

HULL TYPE GROUPS

FF = HN, CU
DD = LN, KN
DW = DWH, DWF
CW = HR, TR
NCA = MHK, IRQ
CA = RN, DG
CC = LB, LC, LM

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LYRANS

DN to CVA	2 pts
DN to SCS	5 pts
BC to BCH	1 pt
CA to CV	2 pts
CA or CC to DN	6 pts
CA or CC to CVA	8 pts
CV to CVA	6 pts
CA to CC	1 pt
CA to STT	5 pts
CA to TGC or TGP	4 pts
CW to CVL	2 pts
CW to CWE	1 pt
CW or SC to CWS	3 pts
CW to PFW	5 pts
CW to LTT	3 pts
CW to STJ	4 pts
CW to NCA	3 pts
CL to BC	6 pts
CL to BCH	7 pts
DW to DWS	3 pts
DW to DWE	1 pt
DD to CW	3 pts
DD to SC	2 pts
DD to PFT	5 pts
FF to FFE	1 pt
FF to DW	3 pts
TGP to TGC	5 pts

CARRIER GROUPS

CA + CW + 2xFF to 4CV	5 pts
CA + CW + 2xDW to 4CVS	5 pts
4CV + 2DW to 4CVS + 2FFE	2 pts
2xCW + DW to 3CVL	4 pts
DN + CW + 2xDW to 4CVA	5 pts
DN + CW + 2xDW to 4SCS	8 pts
4CVA to 4SCS	5 pts

GENERAL, UNCONVERSIONS

Carrier to base hull type	1 pt
Maulers to base hull type	NA
Escorts to base hull type	1 pt
Scouts to base hull type	1 pt
Drone ship to base hull type	1 pt
Variant to base hull type	1 pt

ANNEX (752.0) SPECIFIED CONSTRUCTION COSTS

16 = All Dreadnoughts (755.0)
16 = LAV (including fighters)
10 = Mobile base, FRD, Hydran FSP.
8 = Federation BP, Gorn HBP, Hydran BP (+4 for fighters).
8 = SAV (including fighters)
6 = NCA, D5W, Gorn CM; Convoy, Federation TG, Gorn TG, Lyran TGP, Klingon TGB, Kzinti TGT, PFT pods, Federation LBP, Gorn LBP, Klingon DP, Kzinti BP.
5 = All war cruisers
4 = All war destroyers; Fed CVA pod (+24 for 12 fighter factors), Hyd FCP (plus fighters at 0.2 each), Klingon BP, Lyran BP.
3 = All frigates (755.0), Romulan SN, Gorn DD.
2 = Federation VP, Klingon VAP, Kzinti VAP, Lyran VP (+12 each for 6 fighter factors). Hydran VP.
1 = Klingon VP2 (plus 5 for fighters), Klingon VP3 (plus 6 for fighters), Kzinti VP (plus 6 for fighters),
0.5 = Fast patrol ship.

NOTE: These costs supersede the costs calculated by (432.0).

These production costs do not include fighters or PFs.

See Annex (755.0) 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

Provinces	2 points
Minor Planets	3 points
Major Planets	5 points
Tholian Capital	20 points

SPECIAL OPERATIONS WARSHIP REPLACEMENT LIST

If you do not have the F&E Module "Special Operations," you can replace the units found in that product with the listed replacements and maintain scenario balance.

GENERAL UNITS

LAV, SAV, LTT	Delete

FEDERATION

BCJ	DNB
NCA	CA†
DW	FF
DWS	FFS
DWA	FFE

KLINGON

77th PF Division	DNB
D6S	D5S
D5D, MD5	D5
D5W	D7†
F5W	F5
C9A	C8
C7A	C7
D7A, D7D	D7
D5A	D5
B10A, SBA	DNB

ROMULAN

KH	NH
TH, CJ, SPJ	DNB
SEA	SNB
SEC, SEE, SEB	DNB

KZINTI

23rd Fi-Con Division	DNB
MSC	CM
DW	FF
DWE	FFE
DWS	SF
NCA	BC†

GORN

LSC	HDS
CM	BC†
BDP	DNB

THOLIAN

CC	CA
CW, PFW, CWS, CWE	DNB

HYDRAN

MHK	RN†
IRQ	DG†
DWF	HN
DWH	CU

LYRAN

STJ	STT
NCA	CA†

DNB: Do Not Build, convert, substitute, or create this unit.
† Nothing can be substituted for a CA which is standing in for an NCA, and the CA cannot be converted.

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
All Races: Starbase;
Federation BC, BCJ, DN, DN+, DNG, CVA, CVN, SCS;
Gorn DN, CVA, SCS, BCH;
Hydran PAL, ID, LP, OV;
Klingon B10, B10A, C8, C8V, C8S, C9A, C7, C7A;
Kzinti DN, CVA, SCS, BCH;
Lyran DN, CVA, SCS, BC, BCH;
Orion BCH;
Romulan CON, CNV, KC9, PHX;
Tholian DN, CVA.

9 = COMMAND CRUISERS
All Races: BATS;
Fed CC, CVB, CVS, CVD, CBD;
Gorn CC;
Hydran LB, LC, LM;
Klingon D7C, DV;
Kzinti CC, CV;
Lyran CC, CA, CV;
Romulan KRC, KH, TH, SUP, SUB, KE, NH;
Tholian CC.

8 = HEAVY CRUISERS
Fed CA, TG, CVL, NCA;
Gorn BC, TG, CM;
Hydran RN, DG, CV, MHK, IRQ, TG;
Klingon D7, D7A, D7D, DVS, D6, D6D, D6M, D6P, D6S, D6V, TGA, D5W;
Kzinti BC, CD, NCA, CVL, TGC;
Lyran TGC, STT;
Orion CA;
Romulan WE, FH, FHF, SPB, KR, K7R, KRM, KRV, KRP, SE, FAL;
Tholian CA.

7 = WAR CRUISER LEADERS: See (303.5).

6 = LIGHT CRUISERS, WAR CRUISERS
All Races MB;
Federation CL, ECL, NCL, NVL, NVS, NCD, NSC, NVH, NAC, NEC, NPF, NVD;
Gorn HD, HV, HDE, HDP, HDS, CV, CL, LSC, CLE;
Hydran HR, TR, UH, NCV, CVM, NSC, NEC, NPF, PFT;
Klingon D5, D5A, AD5, D5D, D5V, D5P, D5S, MD5, TGB;
Kzinti CM, MEC, MDC, MSC, CMV, MPF, CL, CVE, TGT, PFT;
Lyran CL, CW, TGP, PFW, CWS, CWE, CVL, STJ;
Orion CR, CRS, CRE, CVL, BR, PFT, BPF, CVS, SAL;
Romulan SP, WH, CH, SKB, BH, SPF, SPE, SPC, SPH, SPJ, SPM, KRT;
Tholian BW, CW, CWE, CWS, PFW, PFT.

5 = DESTROYER LEADERS, WAR DESTROYERS
All: Large Auxiliary Carriers;
Fed DD, DE, SC, FV, DW, DWS, DWA, LTT;
Gorn BD, BDS, BDP, BDE, PFT, LTT;
Hydran CR, DWF, DWH, DWE, DWS, LTT;
Klingon F5L, FV, F5W, LTT;
Kzinti: DW, DWE, DWS, LTT;
Lyran PFT, DW, DWS, DWE, LTT;
Orion DW, DWE, DBR;
Romulan SK, SKF, SKE, K5L.

4 = DESTROYERS
Gorn DD, DE, SC;
Hydran LN, KN, DE, CVE;
Klingon F5, F5E, F5S, E4V;
Kzinti DD, SF, SDF;
Lyran DD, SC;
Romulan K5, K5S, SEB.

3 = FRIGATES
All: PF/Ftr Battle Forces (303.7);
All: Small Auxiliary Carriers;
Fed FF, FFS, FFE;
Gorn DD, SC;
Hydran CU, HN, SC, AH;
Klingon E4, E4A;
Kzinti FF, DF, EFF;
Lyran FF, FFE;
Orion LR, LRS, LRE;
Romulan SN, SNB, FE, K4, K4D, SEH, SEC, SEE;
Tholian PC, PCE, CPC.

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. Klingon and Kzinti battle pods add 1 each. Federation and Gorn Light Battle Pods add 1 to command rating.

Carrier pods add 1 to the Tug's rating. Klingon and Kzinti carrier pods add 1 each to a maximum of 1 per tug.

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ANNEX (755.0) SHIP CLASS CHART

BATTLESHIP: Klingon B10, B10A
SPACE CONTROL SHIPS: Federation SCS; Klingon C8S; Romulan PHX, TH; Kzinti SCS; Gorn SCS; Hydran LP, Lyran SCS.
DREADNOUGHTS: Federation DN, DN+, DNG; Klingon C8, C9A; Romulan CON, KC9; Kzinti DN, Gorn DN, Hydran PAL (ftrs cost extra), Lyran DN.
HEAVY BATTLECRUISERS: Federation BC, BCJ; Klingon C7, C7A; Kzinti BCH; Hydran OV; Lyran BCH; Tholian DN, Gorn BCH, Orion BCH.
COMMAND CRUISERS: Federation CC; Klingon D7C; Romulan NH, KH, SUP, KRC, KE; Kzinti CC; Gorn CC; Tholian CC; Hydran LC, LB, LM; Lyran CC, BC.
HEAVY CRUISERS: Federation CA; Klingon D7, D7D, D7A, D6, D6D; Romulan FH, KR, K7R, WE; Kzinti BC; Gorn BC; Tholian CA; Orion CA; Hydran RN, DG; Lyran CA.
NEW HEAVY CRUISERS: Fed NCA, Klingon D5W, Kzinti NCA, Gorn CM, Hydran IRQ, Hydran MHK, Lyran NCA.
LIGHT CRUISERS: Federation CL; Kzinti CL; Gorn CL; Orion CR; Lyran CL, Romulan BH.
WAR CRUISERS: Federation NCL, NCD; Klingon D5, D5A; Romulan SP, SPJ; Kzinti CM, Gorn HD, Tholian CW, Orion BR, Hydran HR, Hydran TR, Lyran CW.
LIGHT TACTICAL TRANSPORT: Fed, Klingon, Kzinti, Gorn, Tholian, Hydran, Lyran; all marked LTT.
CARRIERS: See Annex (757.0).
CARRIER ESCORTS: See Annex (757.2).
WAR DESTROYERS: Fed DW; Klingon F5L, F5W; Romulan SK, Kzinti DW, Gorn BD, Tholian DD; Hydran CR, DWH, DWF; Lyran DW, Orion DW.
DESTROYERS: Federation DD, Kzinti DD, Hydran LN, KN; Lyran DD, Orion DBR.
SCOUTS: Federation SC, CVL, FFS, NSC, DWS, NVH; Klingon F5S, D5S, D6D, D6S; Romulan TH, SPC, SE, SEC, K5S, SKF; Kzinti CD, MSC, DWS, SF, SDF; Gorn SC, BDS, HDS, LSC; Tholian SC, CWS; Orion CRS, LRS; Hydran SC, NSC, DWS; Lyran SC, DWS, CWS; all PFTs (except SCSs).
FRIGATES: Federation FF; Klingon F5, E4; Romulan SNA, SNB, K5, K4, SEH; Kzinti FF, DF; Gorn DD; Tholian PC; Orion LR; Hydran CU, HN; Lyran FF.
HEAVY MAULERS: Klingon D6M; Lyr STT; Rom FAL, FHF, KRM.
MEDIUM MAULERS: Klingon MD5, Romulan SPF, Lyran STJ.
DRONE SHIPS: Fed NCD; Klingon D6D, D5D; Kzinti CD, MDC, SDF, DF.
PFTs: Federation NPF; Klingon D6P, D5P; Romulan SPE, CH, KRP; Kzinti PFT, MPFT; Gorn PFT, HDP, BDP; Tholian PFT, PFW; Orion PFT, BPF; 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 (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, auxiliary carriers, fleet repair docks, Swarms, SWACS, planets, planetary defense units (defense battalions, regiments, groups, and brigades), repair ships, starbases, mobile bases, battle stations.

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
4SCS	SCS	NAC	DWA	FFE
3CVB	CVB	DE	FFE	
3CBD	CVB	NAC	DWA	
3CVS	CVS	DE	FFE	
3CVD	CVS	NAC	DWA	
3NVL	NVL	NEC	FFE	
3NVS	NVS	NAC	FFE	
3NVD	NVS	NAC	DWA	
3NVH	NVH	NAC	DWA	
2FV	FFV	FFE		
KLINGON CARRIER GROUPS				
4C8V	C8V	AD5	F5E	F5E
4C8S	C8S	AD5	F5E	F5E
3DVS	D7V	AD5	F5E	
3DV	D7V	E4A	E4A	
3CVT	CVT	E4A	E4A	
3D6V	D6V	E4A	E4A	
3D5V	D5V	AD5	F5E	
2FV	F5V	E4A		
2EV	E4V	E4A		
ROMULAN CARRIER GROUPS				
4CNV	CNV	SPM	SKE	SKE
4PHX	PHX	SPM	SKE	SKE
4SUB	SUB	SPM	SKE	SKE
4TH	TH	SPM	SKE	SKE
3SPB	SPB	SKE	SKE	
2SKB	SKB	SKE		
4WH	WH + WH	BHE	BHE	
2SEB	SEB	SEE		
3KRV	KRV	K4D	K4D	
KZINTI CARRIER GROUPS				
4CVA	CVA	MEC	MEC	EFF
4CVN	CVA	MEC	DWE	DWE
4SCS	SCS	MEC	MEC	DWE
3CV	CV	MEC	EFF	
3CVD	CV	MEC	DWE	
3CVL	CVL	MEC	EFF	
2CVE	CVE	EFF		
3CMV	CMV	MEC	EFF	
3MVD	CMV	MEC	DWE	
GORN CARRIER GROUPS				
4CVA	CVA	HDE	BDE	BDE
4SCS	SCS	HDE	BDE	BDE
3CV	CV	CLE	DE	
3HV	HDV	HDE	BDE	
THOLIAN CARRIER GROUPS				
3CVA	CVA	PCE	PCE	
2BW	BW	PCE		
ORION CARRIER GROUPS				
3CVL	CVL	CRE	LRE	
3CVS	CVS	BRE	DWE	
HYDRAN CARRIER GROUPS				
4ID	ID	DE	AH	AH
4LP	LP	NEC	DE	DWE
4CV	CV	DE	AH	AH
4UH	UH	DE	AH	AH
3NCV	NCV	NEC	AH	
3CVM	CVM	NEC	DWE	
2CVE	CVE	AH		

LYRAN CARRIER GROUPS				
4CVA	CVA	CWE	DWE	DWE
4SCS	SCS	CWE	DWE	DWE
4CV	CV	CWE	FFE	FFE
4CVS	CV	CWE	DWE	DWE
3CVL	CVL	CWE	DWE	

ANNEX (757.2) CARRIER & ESCORT FACTORS

		UNCRIPPLED			CRIPPLED		
SHIP	EQIV	ATK	DEF	FTR	ATK	DEF	FTR
FEDERATION CARRIERS & ESCORTS							
CVA	DN	10	12	15	5	6	6
SCS	DN	10	12	24	5	6	12
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
NVH	NCL	5	7	9	3	4	4
FV	FF	3	5	3	1	3	1
DE	DD	5	6	-	2	3	-
DWA	DW	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
C8S	C8	10	12	6P	5	6	3P
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	5	3	4	3
FV	F5	4	5	4	2	3	2
AD5	D5	6	7	-	3	4	-
F5E	F5	4	5	-	2	3	-
EV	E4	3	4	3	1	2	2
E4A	E4	2	4	-	1	2	-
ROMULAN CARRIERS & ESCORTS							
CNV	CON	13	13	12	7	7	6
PHX	CON	13	13	6P	7	7	3P
SUB	SUP	9	10	12	4	5	6
TH	SUP	9	10	4P	4	5	2P
SPB	SP	6	7	8	3	4	4
SKB	SK	4	5	4	2	3	2
SEB	SEH	4	4	3	2	2	1
WH	BH	2.5	5	2.5	1	3	1
SPM	SP	7	7	-	4	4	-
SKE	SK	5	5	-	3	3	-
SEE	SEH	4	4	-	2	2	-
BHE	BH	5	5	-	3	3	-
KRV	KR	8	8	5	4	4	3
K4D	K4	4	4	-	2	2	-
KZINTI CARRIERS & ESCORTS							
CVA	DN	11	12	12	5	6	6
SCS	DN	11	12	6P	5	6	3P
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	-
DWE	DW	5	6	-	2	3	-
EFF	FF	2	4	-	1	2	-
GORN CARRIERS & ESCORTS							
CVA	DN	14	14	12	7	7	6
SCS	DN	14	14	6P	7	7	3P
CV	CL	8	8	6	4	4	3
HV	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	PC	4	4	4	2	2	2
CWE	CW	6	7	-	3	4	-
PCE	PC	4	4	-	2	2	-
ORION CARRIERS & ESCORTS							
CVL	SAL	6	8	4	3	4	2
CVS	BR	6	7	6	3	4	3
BRE	BR	5	7	-	3	4	-
CRE	CR	4	6	-	2	3	-
DWE	DW	3	5	-	1	3	-
LRE	LR	3	4	-	1	2	-
HYDRAN CARRIERS & ESCORTS							
ID	PAL	10	12	12	5	6	6
LP	PAL	11	12	6P	5	6	3P
CV	CA	3	8	11	1	4	6
UH	DD	2	6	8	1	3	4
NCV	HR	3	7	6	1	4	3
CVM	HR	5	7	9	3	4	5
CVE	HN	2	4	3	1	2	2
NEC	HR	5	7	3	3	4	1
DE	DD	4	6	3	2	3	1
DWE	DW	5	6	1	3	3	-
AH	HN	3	4	-	2	2	-
LYRAN CARRIERS & ESCORTS							
CVA	DN	11	12	12	5	6	6
SCS	DN	12	12	6P	6	6	3P
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	-
AUXILIARY CARRIERS							
SAV		0	2	6	0	1	3
LAV		1	4	12	0	2	6

ANNEX (757.3) GROUPS OTHER THAN CARRIER GROUPS

Romulan 3FE — Tholian 3CPC — Klingon 77th Division
Romulan 2CH — Kzinti 23rd Ficon Division

ANNEX (757.4) ESCORT CARRIER GROUPS

Federation FV — Klingon FV — Klingon EV
Kzinti CVE — Tholian BW — Hydran CVE
Romulan SEB — Romulan SKB

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 — LP Lord Paladin — CV Cavalier
NCV Trooper — UH Uhlan
CVM Cossack — CVE Scythian

ANNEX (757.6) SINGLE SHIP CARRIERS

Federation CVL — Orion CVL — Orion CVS
Auxiliary SAV — Auxiliary LAV — Romulan SUP
Klingon B10 — Klingon B10A
Any Carrier Tug (exception: Klingon 3CVT)
Many Hydran ships are "single ship hybrid carriers."
These carriers can be escorted under (515.42).

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ANNEX (757.7) CARRIER TYPES

RACE	LIGHT	MEDIUM	HEAVY
FED	FFV	CVS, CVB, NVL, CVL, NVS, NVH	CVA, SCS
KLINGON	F5V, E4V	D7V, D6V, D5V, CVT	C8V, C8S
ROMULAN	SKB, SEB	SPB, KRV, 2xWH	CNV, SUB, PHX, TH
KZINTI	CVE	CV, CVL, CMV	CVA, SCS
GORN		HDV, CV	SCS, CVA‡
THOLIAN	BW	CVA	
ORION		CVS, CVL	
HYDRAN	CVE	UH, NCV, CVM	LP, ID, CV
LYRAN		CVL	CV, CVA‡, SCS

‡ Conjectural ships; see special rules.

ANNEX (757.8) ALLOWED ESCORTS

RACE	HEAVY ESC	LIGHT ESC
FEDERATION	ECL, NEC, NAC	DE, DWE, FFE
KLINGON	AD5	F5E, E4A
ROMULAN	SPM	SKE, SEE, K4D, BHE
KZINTI	MEC	DWE, EFF
GORN	HDE, CLE	BDE, DDE
THOLIAN	CWE	PCE
ORION	BRE, CRE	DWE, LRE
HYDRAN	NEC, DE	AH, DWE
LYRAN	CWE	FFE, DWE

ANNEX (758.0) SHIP EQUIVALENTS

Allowed substitutions in the production schedule; (432.4).

WARSHIP	DRN	SCOUT	ESC	PFT	LTT
Fed DD	–	SC	DE	–	–
Fed NCL	NCD	NSC	NEC NAC	NPFT 502.65	LTT
Fed DW	–	DWS	DWA	–	–
Fed FF	–	FFS	FFE	–	–
Klingon F5	–	F5S	F5E	–	–
Klingon D5	D5D	D5S	AD5	D5P	LTT
Klingon D6	D6D	D6S		D6P	–
Rom WE	–	SE		–	–
Rom SP	–	SPC	SPM	SPE	SPH‡
Rom SK	–	SKF	SKE	–	–
Rom K5	–	K5S	–	–	–
Rom BH	–	–	BHE	CH	–
Rom SEH	–	SEC	SEE	–	–
Kzinti BC	CD	–	–	–	–
Kzinti CM	MDC	MSC	MEC	MPFT	LTT
Kzinti DD	–	–	–	PFT	–
Kzinti DW	–	DWS	DWE	–	–
Kzinti FF	DF, SDF	SF, SDF	EFF	–	–
Gorn DD	–	SC	DE	PFT	–
Gorn BD	–	BDS	BDE	BDP	–
Gorn HD	–	HDS	HDE	HDP	LTT
Gorn CL	–	LSC	–	–	–
Thol PC	–	SC	PCE	PFT	–
Thol CW	–	CWS	CWE	PFW	LTT
Orion LR	–	LRS	LRE	–	–
Orion CR	–	–	CRE	–	–
Orion BR	–	–	BRE	BPF	–
Orion DW	–	DWS	DWE	–	–
Orion SAL	–	–	–	PFT	–
Hydran FF	–	SC	AH	–	–
Hydran DD	–	–	DE	PFT†	–
Hyd DW	–	DWS	DWE	–	–
Hyd CW	–	NSC	NEC	NPF	LTT
Lyran DW	–	DWS	DWE	–	–
Lyran CW	–	CWS	CWE	PFW	LTT
Lyran DD	–	SC	–	PFT	–
Lyran FF	–	–	EFF	–	–

† These ships are not the exact equivalent, but the substitution is allowed.

‡ Romulan SPH is treated as a tug, not as an LTT.

Many of the above ships are in Special Operations, not in Carrier War.

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 (see 511.2)

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, two defense brigades.

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.
GRP: Carrier Group, used by many races.
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.
BCJ: Battlecruiser of the heavier *New Jersey* class.
CA: Heavy cruiser; *Constitution*-class. Arch-typical "starship" with best combination of Peacetime and Wartime capabilities.
CBD: CVB carrier group with more modern escorts.
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.
CVD: CVS carrier group with more modern escorts.
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.
CVN: A CVA with a more modern escort group.
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.
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.
DW: War destroyer
DWA: Escort version of the War Destroyer.
DWS: Scout on war destroyer hull.
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.
LAV: Large Auxiliary Carrier.
LTT: Light Tactical Transport.
MB: Mobile base.
NAC: Improved carrier escort version of NCL.
NCA: New Heavy Cruiser, basically a "heavy war cruiser."
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.

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NPF: Conjectural PF tender on an NCL hull. The Federation never built PFs or this ship.
NSC: Scout variant of NCL.
NVD: NVS carrier group with more modern escorts.
NVH: Special carrier operating heavy fighters.
NVL: Carrier version of NCL.
NVS: More powerful carrier version of NCL.
SAV: Small Auxiliary Carrier.
SC: Scout; *Hermes*-class. Modified destroyer.
SCS: Space control ship, *Frederick the Great* class.
SWAC: Space Warning and Control, a special type of electronic shuttle used only by the Federation.
TG: Tug, *Ptolemy*-class. Used for all tug missions.

KLINGON SHIPS

77th: Special counter indicating the 77th Fast Patrol Ship Division; see (513.2) in special ops for special rules.
AD5: Carrier escort version of D5.
B10: Battleship, largest ship ever completed.
B10A: Stasis Field Generator variant of B10.
C7: Heavy battlecruiser. Built late in the War.
C7A: Stasis version of the C7 heavy battlecruiser.
C8: Dreadnought. The C8 and C9 classes are very similar and are used interchangeably in the game.
C8S: Space control ship version of the C8V.
C8V: CVA built on C8 hull. C8S is the SCS version.
C9A: Stasis version of the C9 dreadnought.
CVT: A tug modified for use as a carrier, or a carrier group based on such a tug with two E4As.
D5: War cruiser.
D5A: Stasis version of the D5 war cruiser.
D5D: Drone bombardment ship on a D5 hull.
D5E: Carrier escort variant of D5. This ship, included in the carrier tables of Deluxe Federation & Empire, was combined with the AD5 in Carrier War.
D5P: PFT variant of D5.
D5S: Scout variant of D5.
D5V: Carrier variant of D5.
D5W: A "heavy war cruiser" built as a replacement for lost battlecruisers.
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.
D6S: Heavy scout on a cruiser hull.
D6V: Carrier variant of D6.
D7: Battlecruiser; standard cruiser used by Klingons.
D7A: Stasis version of the D7 battlecruiser.
D7C: Command cruiser.
D7D: A variant of the D7 battlecruiser with increased drone firepower.
D7V: Carrier variant of D7.
DV: Carrier group with D7V and two E4s.
DVS: Carrier group including D7V, AD5, and F5E.
E4: Escort, smallest ship used independently.
E4A: Carrier escort variant of E4.
EV: Escort carrier built on E4 hull.
F5: Frigate; one of the most common Klingon ship classes.
F5E: Carrier escort variant of F5.
F5L: Frigate leader; often called a destroyer.
F5Q: Squadron of 1 F5L and 2F5; used on OB tables only.
F5S: Scout, variant of F5 frigate.
F5W: War destroyer built on an enlarged F5 design.
FRD: Fleet repair dock.
FV: A light carrier built on a frigate hull; F5V in SFB.
LAV: Large Auxiliary Carrier.
LTT: Light Tactical Transport, actually the D5H.
MB: Mobile base.
MD5: Mauler on a D5 hull.
SAV: Small Auxiliary Carrier.
Swarm: Massive fighter/PF group; See rule (514.0).
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

The Romulans have three "series" of ships, the "old" sublight ships converted to warp power, the Klingon-built "KRs," and the Romulan-designed "new" series.
BH: Battle Hawk light cruiser; old series.
BHE: Carrier escort variant of BH.
CH: ChickenHawk, PFT variant of the BattleHawk.
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; new heavy-hawk series.
FHF: FlameHawk, mauler variant of FireHawk.
FRD: Fleet repair dock.
K4: Conversion of Klingon E4 escort.
K4D: Carrier escort variant of the K4.
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
KC9: Conversion of Klingon C9 dreadnought.
KE: King Eagle; old series. Upgrade of War Eagle.
KH: KillerHawk, a NovaHawk fitted with a launcher for the huge type–R plasma torpedo. Ship is subject to "shock" due to the gigantic weapon.
KR: Conversion of Klingon D6 battlecruiser.
KRC: Conversion of Klingon D7C command cruiser.
KRM: Mauler version of KR; Klingon D6M was a converted KRM.
KRP: PFT variant of KR.
KRT: Conversion of Klingon tug.
KRV: Carrier converted from a KR.
LAV: Large Auxiliary Carrier.
MB: Mobile base.
NH: NovaHawk command cruiser; heavy-hawk series.
PHX: Phoenix-class space control ship on Condor hull.
SAV: Small Auxiliary Carrier.
SE: Scout Eagle; old series. Scout version of War Eagle.
SEB: SeaHawk-B light carrier, variant of SEH.
SEC: SeaHawk–C, scout variant of SeaHawk.
SEE: SeaHawk–E, Carrier escort variant of SEH.
SEH: SeaHawk Frigate.
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 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.
SPJ: A variant of the SP equipped with extra plasma torpedoes for heavy assaults; subject to shock.
SPM: SparrowHawk–M, carrier escort variant of SP.
SUB: SuperHawk-B heavy carrier; heavy-hawk series.
SUP: SuperHawk command cruiser/carrier; heavy-hawk.
TH: ThunderHawk-class space control ship on SuperHawk hull.

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).

23rd: A special group of PFTs, PFs, and Fighters. See (513.3) in Special Operations.
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.
CD: Drone cruiser, bombardment variant of BC.
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.
CVD: CVS group with more modern escorts.
CVE: Escort carrier; smaller than light carrier, CL hull.
CVL: Light carrier. Variant of BC.
CVN: A CVA with a more modern escort group.
DD: Destroyer.
DF: Drone frigate; used for long-range bombardment.
DN: Dreadnought.
DW: War destroyer.
DWE: Carrier escort variant of DW.
DWS: Scout variant of DW.
EFF: Carrier escort variant of FF.
FF: Frigate.
FRD: Fleet repair dock.
LAV: Large Auxiliary Carrier.
LTT: Light Tactical Transport.
MB: Mobile base.
MDC: Medium drone cruiser, bombardment variant of CM.
MEC: Escort Variant of CM.
MPF: PFT variant of CM.
MSC: Medium scout cruiser, variant of CM.
MVD: CMV group with more modern escorts.
NCA: New heavy cruiser, a heavier version of the CM.
PFT: Tender for PF fast patrol ships; converted from destroyer or medium cruiser hull.
SAV: Small Auxiliary Carrier.
SCS: Space Control Ship; variant of CVA with PFs.
SDF: Scout-drone frigate, basically a combination of the scout and drone bombardment variants of the FF.
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.
BDP: PFT variant of the battle destroyer.
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.
CM: Medium cruiser, an enlarged HD.
CV: Carrier version of CL.
CVA: Conjectural heavy carrier, see (513.41).
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.
LAV: Large Auxiliary Carrier.
LSC: Heavy scout built on the light cruiser hull.
LTT: Light Tactical Transport.
MB: Mobile base.
PFT: Modified destroyer used as tender for PF ships.
SAV: Small Auxiliary Carrier.
SC: Scout. Destroyer modified for electronic warfare.
SCS: Space control ship.
TG: Tug.

THOLIAN SHIPS

These Tholian ships are all variants of the basic patrol corvette or combinations of two or three PC hulls.

BW: Black Widow light carrier version of PC.
CA: Heavy cruiser.
CC: Command cruiser, heavier version of CA.
CPC: Cargo version of PC.
CVA: Heavy carrier variant of the heavy cruiser.
CW: War Cruiser.
CWE: Carrier escort variant of CW.
CWS: Scout variant of the CW.
DD: Destroyer; greatly improved version of PC.
DN: Dreadnought.
LAV: Large Auxiliary Carrier.
LTT: Light Tactical Transport.
MB: Mobile base.
PC: Patrol corvette; frigate-class: most common Tholian ship.
PCE: Carrier escort variant of PC.
PFT: Variant of PC used as a PF tender.
PFW: PF Tender variant of the CW.
SAV: Small Auxiliary Carrier.
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.

BCH: Heavy battlecruiser.
BPF: PF Tender variant of battle raider.
BR: Battle raider; considered a war cruiser.
BRE: A Battle raider configured for carrier escort duty.
CA: Heavy cruiser.
CR: Raider cruiser; essentially a light cruiser.
CRE: A Raider cruiser configured for carrier escort duty.
CVL: Light carrier variant of SALvage cruiser.
CVS: A carrier based on a Battle Raider hull.
DBR: Double raider, built from two LR hulls.
DW: War Destroyer.
DWE: A war destroyer configured for carrier escort duty.
DWS: A war destroyer configured for scout duty.

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LR: Light raider, essentially a frigate.
LRE: A Light Raider configured for carrier escort duty.
LRS: Light raider configured as a scout for mercenary service.
PFT: variant of SALvage cruiser.
SAL: Salvage cruiser.

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.
CVE: Scythian escort carrier built on Hunter hull.
CVM: Cossack-class medium carrier.
DE: Destroyer Escort, variant of Lancer.
DG: Dragoon, heavy cruiser with hellbore cannons.
DWE: Carrier escort version of DW.
DWF: Buffalo Hunter, fusion version of the war destroyer.
DWH: Rhino Hunter, hellbore version of war destroyer.
DWS: Scout version of war destroyer.
FRD: Fleet repair dock.
HN: Hunter, a frigate with fusion beams.
HR: Horseman, war cruiser with fusion beams. Also represents the improved Mongol class.
ID: Iron Duke, heavy carrier built on Paladin hull.
IRQ: Iroquois, heavy version of Traveler/Tartar.
KN: Knight, a destroyer with hellbore cannons.
LAV: Large Auxiliary Carrier.
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.
LP: Lord Paladin, space control ship on Paladin hull.
LTT: Light Tactical Transport.
MB: Mobile base.
MHK: Mohawk, heavy version of Horseman/Mongol.
NCV: Carrier variant of Horseman, Trooper class.
NEC: Escort version of Horseman.
NPF: PFT version of Horseman.
NSC: Scout 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.
SAV: Small Auxiliary Carrier.
SC: Scout, built on frigate hull, scout capability.
TG: Tug, code-name Caravan.
TR: Traveler, war cruiser with hellbore cannons. Also represents the improved Tartar version.
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.
CVA: A conjectural heavy carrier based on the Lion DN. The Lyrans never built such a unit, and using it in Carrier War requires special rules (513.41).
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.
CWE: Carrier escort version of CW.
CWS: Scout 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.
LAV: Large Auxiliary Carrier.
LTT: Light Tactical Transport.
MB: Mobile base.
PFT: Variant of Leopard-DD, tender for PFs.
PFW: Variant of CW, tender for PFs.
SAV: Small Auxiliary Carrier.
SC: Scout, variant of Leopard DD.
SCS: Space control ship version of the Lion DN.
STJ: Single-toothed Jaguar, mauler on war cruiser hull.
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).
DF&E: Deluxe Federation And Empire, the new edition of F&E; F&E–89/90/93.
EP: Economic Point.
F&E: Federation And Empire; this game.
F&E–86: Original 1986 edition of F&E, Revision 0.
F&E–89: Deluxe 1989 edition of F&E, Revision 1.
F&E–90: Deluxe edition, 1990 update, Revision 2.
F&E–93: Deluxe edition, 1993 update, Revision 3.
SFB: Star Fleet Battles; tactical game on similar subject.
SIDS: Starbase Incremental Damage Step, (308.8).
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 due to the more crowded counters. For example, Gorn HDD is HD here.

ANNEX (761.0) SCOUT EW CAPABILITY

RACE	4 EWPs	3 EWPs	2 EWPs	1 EWP
FED	SC, CVL†	NSC	NPF†, NVH†, DWS	FFS, SWAC
KLINGON	D6S, 77th	D5S	D6P†, D5P†, D6D‡, TG+2DP‡	F5S, TG+1DP‡
ROM	TH†	SPC†, SPE†	SKF†, SE, KRP	K5S, SEC
KZINTIS	23rd	MSC	PFT, MPF, DWS, CD‡	SF, SDF‡
GORN	LSC	HDS	BDS, HDP, BDP	SC, PFT
THOLIAN		CWS	SC, PFW	PFT
ORION			BPF, DWS	LRS
HYDRAN		NSC	NPF, PFT, DWS	SC
LYRAN		CWS†	SC, DWS, PFW†	PFT
ALL			BS, Tug with PF pods†	MB

† Scout rating is reduced to 1 if full combat factor is used. Attack factor is reduced to 2 if full EW rating is used.
‡ Drone ships cannot use EW if conducting long-range drone bombardment (309.0). Drone ships in the battle force do not lose combat power when using their full EW capability.

STARBASE EW FACTOR vs ATTACK FACTOR

EWF	1	2	3	4	5	6
ATTACK	36	30	24	18	12*	6*

* Note: Kzinti attack factor is not reduced below 18 regardless of EW factor selected. Klingon and Federation attack factors are not reduced below 12. This reflects the type of weapons these starbases are armed with.

CRIPPLED STARBASE EW FACTOR vs ATTACK FACTOR

EWF	1	2	3
ATTACK	18	12	6 (9 for Kzintis).

BATS EW FACTOR vs ATTACK FACTOR

EWF	1	2	3	4
ATTACK	12	9	6	3*

* Note: Kzinti, Klingon, and Federation attack factors are not reduced below 6, even if using 4 EWFs. This reflects the type of weapons these starbases are armed with.

CRIPPLED BATS EW FACTOR vs ATTACK FACTOR

EWF	1	2
ATTACK	6	3 (4 for Kzintis, Klingons, Feds)

ANNEX (762.0) SHIPS SUBJECT TO SHOCK DAMAGE

RACE	SHIP	SHOCK ATTACK FACTOR	NON-SHOCK ATTACK FACTOR
Romulan	KH	13	10
Romulan	SPJ	9	7
Federation	BCJ	11	9

These ships are in Special Operations.

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FEDERATION & EMPIRE
CARRIER WAR
TOTAL WAR PART I

SCENARIO SET-UP CHARTS

601 THE WIND

608 GALE FORCE

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

CARRIER WAR includes two sets of set-up charts: one for the initial basic game set-up (these are marked "601") and a second set (on the back of the first) for the sectors of the huge *GALE FORCE* scenario. (Each of those charts is marked "sector" for easy identification.)

Remember, due to counter limits, if you have only the basic game itself, you won't have enough counters to set up some of the fleets for scenario 601, but those are fleets that don't come into play until casualties or conversions have liberated some counters. If you have empty boxes in some fleets, keep an eye out for the needed counters as you process casualties. For the sectors of *GALE FORCE,* there will not be enough counters for some specialty ships (at least not enough to set up all of the sectors at the same time). If you have not obtained additional counters, you can use the various substitutes noted in the rules. Note that the *GALE FORCE* set-up charts include the ships provided in *SPECIAL OPERATIONS.* If you do not have that product, a chart on page 39 of the *CARRIER WAR* rulebook provides appropriate substitutions for these.

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

FEDERATION SET-UP CHART 601 SHEET 1

1ST (HOME) FLEET: SET UP IN HEX 2908

DN | CC | SC | CA | CA | CA | DD | DD | DD

FRD | LAV | LAV | FF | FF | FF | FF | FF | FF

CL | CL | CL | TG | TG | TG | MB | MB | MB

BUILT SPRING Y171 (TURN 6)

CVA | ECL | DE | DE | SWAC

FF | FF | FF | NCL | NCL | NCL

2ND FLEET: SET UP IN HEX 2901

CVL

CVL | CVL

3RD FLEET: SET UP WITHIN 4 HEXES OF THE KLINGON NEUTRAL ZONE

CC | CA | CA | CA | DD | DD | DD | SC | SAV

FRD | CVS | DE | FFE | CL | CL | CL | TG | RESV

BUILT FALL Y168 (TURN 1)

DN

FF | FF | FF | FF | FF | FF

BUILT SPRING Y169 (TURN 2)

CVB | DE | FFE

BUILT SPRING Y170 (TURN 4)

FF | FF | FF | NCL | NCL | NCL

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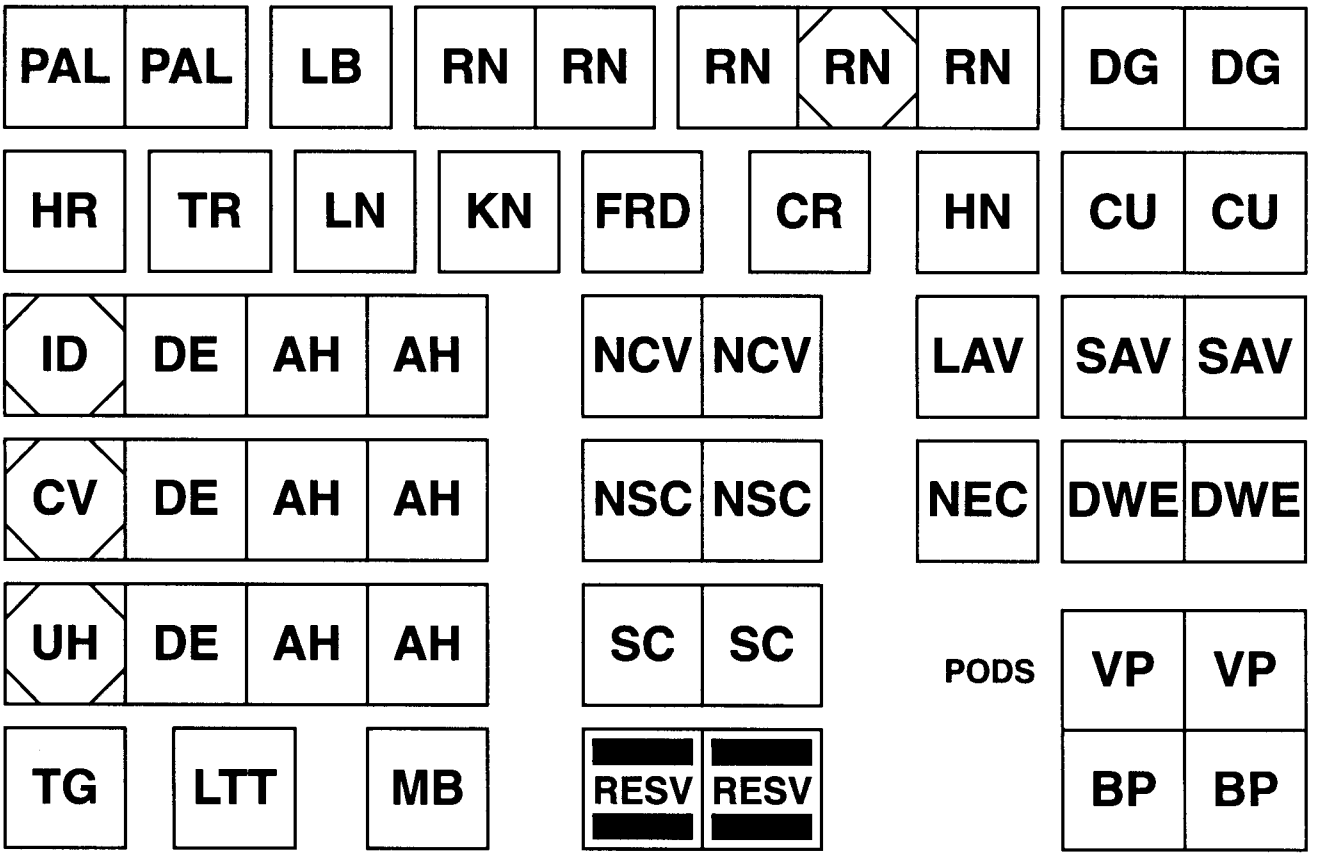
SCENARIO 608 SECTOR A

SHEET 1

HYDRAN FORCES



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FEDERATION SET-UP CHART 601 SHEET 2

4TH FLEET: SET UP WITHIN 3 HEXES OF THE KZINTI NEUTRAL ZONE AND HEX 2305

CC | CA | CA | CA | DD | DD | DD

SC | FF | FF | FF | TG | RESV | SAV

BUILT FALL Y170 (TURN 5)

DN | NCL | NCL | NCL | FF | FF | FF

5TH FLEET: SET UP WITHIN 3 HEXES OF THE GORN NEUTRAL ZONE

CC | CA | CA | CA | FF | FF | FF

SC | DD | DD | DD | TG | RESV

6TH FLEET: WITHIN 4 HEXES OF THE ROMULAN NEUTRAL ZONE

CC | CA | CA | CA | FRD | DD | DD | DD

CVS | DE | FFE | TG | SAV | FF | FF | FF

CL | CL | CL | SC | RESV | FF | FF | FF

BUILT FALL Y169 (TURN 3)

DN

BUILT SPRING Y170 (TURN 4)

CVB | DE | FFE

7TH FLEET: SET UP IN PROVINCES 2813 & 2815

CC

SC

CA | CA | CA

FF | FF | FF

DD | DD | DD

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SCENARIO 608 SECTOR A

SHEET 2

LYRAN FORCES

DN | CC | CA | CA | SC | CWS | STJ | DWS | MB

CW | CW | CW | CW | CW | CW | CW | CW | CW | FRD

DW | DW | DW | DW | DW | DW | DW | DW | DW | TGP

CVL | CWE | DWE | FF | FF | FF | FF | FF | DW | DW

LYRAN GHQ FORCES

BC | CL | DW | FF | LTT | FRD | RESV | POD | VP

KLINGON FORCES

C8 | D7C | D6 | D6 | F5V | F5V | LAV | D6D | TGB

D5 | D5 | D5 | D5 | D5 | D5 | D5 | LTT | MB | FRD

F5 | F5L | F5 | F5 | F5L | F5 | E4 | E4 | E4 | E4

F5 | F5L | F5 | F5 | F5L | F5 | D6V | E4A | E4A | D5S

F5S | CON-VOY

KLINGON GHQ FORCES

D7 | F5L | F5 | E4 | D5A | LTT | MD5 | RESV

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KLINGON SET-UP CHART 601

SHEET 1

HOME FLEET: SET UP WITHIN 2 HEXES OF HEX 1411

C8	D6M	D7A	D7	D7	D7	D6	D6	D6
D7C	TGA	FRD	D5	D5	D5	F5S	F5S	F5S
MB	MB	RESV	E4	E4	E4	E4	E4	E4
FV	E4A		F5	F5L	F5	F5	F5L	F5
D6V	E4A	E4A	F5	F5L	F5			

EASTERN FLEET: SET UP WITHIN 2 HEXES OF FEDERATION NEUTRAL ZONE

D7C	D7	D7	D7	D6	D6	D6	E4	E4	E4
D6D	SAV		TGA	FV	E4A		CVT	E4A	E4A
F5S	F5	F5L	F5	F5	F5L	F5	F5	F5L	F5

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SCENARIO 608 SECTOR B

SHEET 1

KZINTI FORCES

DN	DN	DN	CC	CC	CC	CC	CL	CL	LAV
BC	BC	BC	BC	BC	BC	BC	DD	DD	CD
CM	CM	CM	CM	CM	CM	CM	CM	SAV	SAV
CM	CM	CM	CM	CM	CM	MDC	MDC	MDC	MB
FF	FF	FF	FF	FF	FF	FF	FF	FF	FRD
CVL	CVL	CVL	CVL	CVE	EFF	CVE	EFF	CVE	EFF
CVA	MEC	DWE	DWE	CVA	MEC	MEC	EFF	MSC	MSC
CV	MEC	EFF	CV	MEC	EFF	CMV	MEC	EFF	LTT
CV	MEC	EFF	CV	MEC	EFF	CMV	MEC	EFF	
DF	DF	DF	DF	SDF	SDF	SF	SF	SF	
TGT	TGT	RESV	RESV						
TGC	TGC								

PODS

VP	VP	VP	VP	VP	VP
BP	BP	BP	BP	VAP	

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KLINGON SET-UP CHART 601

SHEET 2

NORTHERN FLEET: SET UP WITHIN 2 HEXES OF KZINTI NEUTRAL ZONE

D7C	D7	D7	D7	D6	D6	D6	E4	E4	E4
D6D	SAV		TGA	FV	E4A		D6V	E4A	E4A
F5S	F5	F5L	F5	F5	F5L	F5	F5	F5L	F5

WESTERN FLEET: SET UP WITHIN 2 HEXES OF HYDRAN NEUTRAL ZONE

D7C	D7	D7	D7	D6	D6	D6	E4	E4	E4
D6M	SAV		TGA	FV	E4A		CVT	E4A	E4A
F5S	F5	F5L	F5	F5	F5L	F5	F5	F5L	F5

THOLIAN BORDER SQUADRON: SET UP IN 2517, 2518, & 2519; 2 SHIPS IN 2318

D7C	D7	D7	D7	D6	D6	D6	E4	E4	E4
F5S	TGA		RESV		FV	E4A	F5	F5L	F5

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SCENARIO 608 SECTOR B

SHEET 2

LYRAN FORCES

DN DN DN DN BC BC BC CC CC TGC

CA CA CA CA CA CA CA DD DD STT

CW CW CW DW DW DW FF FF FF STJ

CW CW CW DW DW DW FF FF FF DWS

CW CW CW DW DW DW CWS CWS SC CON-VOY

CW CW CW DW DW DW CV CWE FFE FFE

CVL CWE DWE CVL CWE DWE PODS BP VP

LYRAN GHQ FORCES

DN BC BC CA CA SC CL CL CL TGC

DW DW DW DW DW DW CVL CWE DWE TGP

FF FF FF STT STJ LTT FRD

CW CW CW CW RESV RESV PODS KBP BP

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KLINGON SET-UP CHART 601

NORTHERN RESERVE FLEET: SET UP IN HEX 1509

C8	D6M	D7	D7	D7	D6	D6	D6	MB
D7C	D6S	F5	F5L	F5	F5	F5L	F5	RESV
	F5S	F5	F5L	F5	E4	E4	E4	LAV
FV	E4A	CVT	E4A	E4A			FRD	TGB

SOUTHERN RESERVE FLEET: SET UP IN HEX 1716

D7C	D6S	D7	D7	D7	D6	D6	D6	MB
D6D	F5S	F5	F5L	F5	F5	F5L	F5	RESV
		F5	F5L	F5	E4	E4	E4	LAV
FV	E4A	D6V	E4A	E4A			FRD	TGB

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SCENARIO 608 SECTOR B

SHEET 3

KLINGON FORCES

C8 | D7C D7C | D5 D5 D5 | D5 D5 D5 | F5W

F5 F5L F5 | F5 F5L F5 | E4 | SAV | TGA | D6M

CVT AD5 F5E | D7V AD5 F5E | F5V E4A | D5S | F5S

D6D D6D D6D | FRD

KLINGON GHQ FORCES

D7 | D5 D5 D5 | F5L F5L | F5 | E4 | F5V | F5E

D7A | D6S | LTT | MD5 | FRD

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ROMULAN SET-UP CHART 601

SHEET 1

HOME FLEET: SET UP IN HEXES 4514 AND/OR 4613

SP	SP	SK	WE	WE	WE	SN	SN	SN			
FRD	FRD	KE	WE	WE	WE	SNB	SNB	SNB			
WE KE	WE KE	FAL	SE	WH	WH	BHE	BHE				
MB	SAV	LAV	RESV								

KLINGON-SUPPLIED SHIPS

KR	KR	KRC	K5	K5L	K5	K5S					
KRT	KRT	KRM	K5	K5L	K5						

PRE-WAR CONSTRUCTION

SKB	SKE	SKF	SK	SK	SK	K4	K4	K4			
SP	SP	FH	K9R	CON	SPB	SKE	SKE				
SUP	SPC										

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SCENARIO 608 SECTOR C

SHEET 1

LYRAN FORCES

DN | BC | TGC | STJ | CON-VOY

CW | CW | CW | CA | CA

DW | DW | DW | LTT | LTT

CVL | CWE | DWE | FRD | FRD

LYRAN GHQ FORCES

CW | CL | DW | DW

CVL | CWE | DWE | STJ

LTT | FRD | POD | KBP

NCL | NCL | NCL | CVL

FEDERATION FORCES

DN+ | DN+ | CC | CC | CC | NSC | NSC | FFS | NCD | DE

CA | CA | CL | CL | CL | FF | FF | FF | DWA | SAV

FF | FF | FF | FF | FF | FF | FF | FF | FF | LAV

FF | FF | FF | FF | FF | FF | FF | FF | FF | TG

CVA | NAC | DE | FFE | SWAC | CVS | DE | FFE | FFE | FFE

FFV | FFE | FFV | FFE | SC | PODS | VP | VAP | BP

FEDERATION GHQ FORCES

DNG | FF | FF | FF | NVL | NEC | FFE | LTT | TG | NCD

FRD | MB | RESV

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ROMULAN SET-UP CHART 601

SHEET 2

FLEET OF THE NORTH: SET UP IN PROVINCES 4310, 4610, 4810, 4312, 4712, & 4413

KE | SE | WE | WE | WE | SN | SN | SN

WE KE | WE KE | WE | WE | WE | SNB | SNB | SNB

MB | FAL | 3FE | RESV

KLINGON-SUPPLIED SHIPS

KRC | KR | KR | K5 | K5L | K5 | K5S | KRM

PRE-WAR CONSTRUCTION

CON | SUP | FH | SK | SK | SK | K4 | K4 | K4

SPC | SKF | SP | SKB | SKE | SPB | SKE | SKE

SP | SP | SP

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SCENARIO 608 SECTOR C

SHEET 2

KLINGON FORCES

C8 | D7C D7C | D5 D5 D5 | D5 D5 D5 | F5W

D5W | D6 D6 | D7 D7 D7 | F5L | E4 | AD5 | FRD

F5 F5L F5 | F5 F5L F5 | F5V E4A | D6V | CVT

D7V AD5 F5E | D7V AD5 F5E | F5E F5E | D6M D6M

D5V AD5 F5E | D5V AD5 F5E | D6D D6D | TGA | TGB

D5D D5D D5D | D5S D5S | F5S F5S

PODS BP BP DP

KLINGON GHQ FORCES

C8 C8 | D7C D7C | D5 D5 D5 | F5V | F5E | SAV

E4 E4 | LTT LTT | F5 F5L F5 | F5L | D7A | D6M

D6S | MD5 | F5S | FRD | RESV

PODS VP2 VP2

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ROMULAN SET-UP CHART 601

SHEET 3

FLEET OF THE WEST: SET UP IN PROVINCES 4110, 4113, 4115, 4117, 3416, 3814, 3916, 3617, 3918

KE | SE | MB | WE | WE | WE | SN | SN | SN

3FE | FAL | RESV | WE | WE | WE | SNB | SNB | SNB

WH | WH | BHE | BHE | WE KE | WE KE | K5S | KRM

KLINGON-SUPPLIED SHIPS

KRC | KR | KR | K5 | K5L | K5 | K7R | K7R | K7R

PRE-WAR CONSTRUCTION

SPC | SKF | FH | SK | SK | SK | SP | SP | SP

CON | SUP | SP | SPB | SKE | SKE | K4 | K4 | K4

SKB | SKE

PATROL DETACHMENT: SET UP IN HEX 3319

BH | BH | BH

SE | SK | SNB BH | WE | WE | WE | SN | SN | SN

PRE-WAR CONSTRUCTION

K4 | K4 | K4

WE | WE | WE | SNB | SNB | SNB

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SCENARIO 608 SECTOR D

SHEET 1

KLINGON FORCES

C8	C8	D7C	D7C	D7C	D7C	D7	D7	D7	D5W
D6	D6	D6	E4	E4	E4	F5E	F5E	F5E	F5W
D5	D5	D5	D5	D5	D5	D5	D5	D5	D5
D5	D5	D5	D5	D5	D5	F5	F5L	F5	D6V
F5	F5L	F5	F5	F5L	F5	F5	F5L	F5	CVT
F5L	F5L	F5	C8V	AD5	F5E	F5E	D7V	AD5	F5E
D5V	AD5	F5E	D5V	AD5	F5E	F5V	E4A	E4V	E4A
AD5	AD5	AD5	D6D	D6D	D6D	D6M	D6M	TGA	TGA
D5D	D5D	D5D	MB		FRD	D5S	D5S	F5S	F5S
CON-VOY	LAV								

PODS

BP	BP	DP	VP3	VP3

INTERNED IN HEX 2812

F5

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KZINTI SET-UP CHART 601

HOME FLEET:
SET UP IN HEX 1401

FRD	CVE	EFF	MB	BC	BC	BC			
DN	CC	CD	CL	DD	DD	DD	CV	MEC	EFF
SDF	SF	LAV	TGC	FF	FF	FF	CVL	MEC	EFF

BARON'S FLEET: ARRIVES AT 1401 BY STRATEGIC MOVEMENT (204.39)

CC	CL	TGT	SAV	MB	CVE	EFF		
FRD	DF	SF	BC	BC	BC	CV	MEC	EFF

MARQUIS' FLEET: SET UP IN HEXES 1902 AND 1803

CC	CL	DF	BC	BC	BC	CV	MEC	EFF
SF	TGT	SAV	CVE	EFF	FF	CVL	MEC	EFF

DUKE'S FLEET: SET UP WITHIN 2 HEXES OF KLINGON NEUTRAL ZONE

DN	CC	CL	DF	FF	CVE	EFF	CV	MEC	EFF
SF	LAV	TGC	RESV	BC	BC	BC	CVL	MEC	EFF

COUNT'S FLEET: SET UP WEST OF 09XX INCLUSIVE

CC	CL	DF	FF	CVE	EFF	CV	MEC	EFF
SF	TGT	SAV	RESV	BC	BC	BC	CVL	MEC	EFF

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SCENARIO 608 SECTOR D

SHEET 2

KLINGON GHQ FORCES

D7C	D7C	D7C	D5	D5	D5	D5	D5	D5	AD5	
F5	F5L	F5	F5	F5L	F5	F5L	F5L	F5	F5E	
E4	E4	E4	D7V	AD5	F5E	C9A	D6D	D6S	SAV	
MD5	LTT	LTT	F5S	FRD	FRD	RESV	RESV	POD	VAP	

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GORN SET-UP CHART 601

1ST (HOME) FLEET: SET UP IN CAPITAL HEXES

CC | SC | CL CL | CL CL CL | DD DD DD

FRD FRD | BC BC | TG TG | RESV | DD DD DD

MB MB | PRE-WAR CONSTRUCTION | DN | BD BD BD

CV CLE DE | HD | HD HD HD | BD BD BD

2ND FLEET: SET UP IN PROVINCES 3901, 4101, & 4104

CC | CL | CL CL CL

SC | DD DD DD

BC BC | DD DD DD

PRE-WAR CONSTRUCTION

DN | HD HD HD

BD BD BD

BD BD BD

6TH FLEET: SET UP IN PROVINCES 4107, 4307, 4707, & 4906 & SBs 4206 & 4806

CC | SC | CL | CL CL CL | DD DD DD

BC BC | RESV | DD DD DD

PRE-WAR CONSTRUCTION

DN | HD HD HD | BD BD BD | BD BD BD

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SCENARIO 608 SECTOR D

SHEET 3

FEDERATION FORCES

DN+ DN+ CC CC CC NCL NCL NCL CVL SAV

CA CA CL CL CL NCL NCL NCL TG LAV

NCL NCL NCL NCL NCL NCL SC SC FFS FRD

FF FF FF FF FF FF FF FF FF MB

FF FF FF FF FF FF FF FF FF

FF FF FF FF FF FF NSC NSC NSC

CVA ECL DE DE SWAC CVB NAC DWA NCD NCD

NVL NEC FFE NVL NEC FFE FFV FFE FFV FFE

PODS VP VAP BP

FEDERATION GHQ FORCES

CC NCA FF FF FF CVS NAC FFE TG

RESV RESV POD LBP

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THOLIAN SET-UP CHART 601

1ST FLEET: SET UP IN HEXES 2719, 2818, AND/OR 2819

CA | DD | SC | PC | PC | PC

2ND FLEET: SET UP IN HEX 2918

CA | DD | SC | PC | PC | PC

3RD FLEET: SET UP IN HEXES 3018, 3019, AND/OR 3119

CA | DD | SC | PC | PC | PC

HOME FLEET: SET UP IN HEX 2919

CA | DD | CPC | PC | PC | PC | MB | RESV

SCENARIO 608 SECTOR E

SHEET 1

FEDERATION FORCES

DN+ DN+ CC CC CC CC CC CA CA CVL

NCL NCL NCL NCL NCL NCL NCL FFE FFE DE

CL CL CL CL CL CL NSC NSC NSC SAV

FF FF FF FF FF FF FF FF FF LAV

FF FF FF FF FF FF FF FF FF DWA

FF FF FF FF FF FF FF FF FF LTT

CVA ECL DE DE SWAC CVB DE FFE NCD NCD

CVS NAC DWA NVL NEC FFE FFV FFE FFV FFE

TG TG TG SC SC FFS MB

PODS VP VAP BP

FEDERATION GHQ FORCES

DNG FF FF FF NVS NAC FFE TG NCD FRD

RESV

POD LBP

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HYDRAN SET-UP CHART 601

HOME FLEET: SET UP IN HEX 0617

LM	RN	RN	RN	CR	HN	HN	FRD	FRD
TG	LN	LN	LN	SC	MB	MB	LAV	RESV

EXPEDITIONARY FLEET: SET UP IN HEX 0716

LB	DG	DG	DG	CR	CU	CU	RESV
TG	KN	KN	KN	SC	LAV		

FIRST FLEET: SET UP IN HEXES 0915, 1116, 1217, 1219, AND/OR 1017

LM	RN	RN	RN	CR	HN	HN
TG	LN	LN	LN	SC	SAV	

SECOND FLEET: SET UP IN HEXES 0114, 0315, 0515, 0714, AND/OR 0215

LB	DG	DG	DG	CR	CU	CU
TG	KN	KN	KN	SC	SAV	

OLD COLONIES SQUADRON: SET UP IN OFF-MAP HOLDING AREA

LM LC	LN	LN	LN	CR	HN	HN	SAV

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SCENARIO 608 SECTOR E

SHEET 2

ROMULAN FORCES

CON CON CON SUP SUP KRC K7R KR FH SPM

KE KE KE KE KE KE K5 K5L K5 LAV

SP SP SP SP SP SP SP SP SPF SPF

WE WE WE WE WE WE WE WE SE SE

BH BH BH SK SK SK SK SK SK SK

SNB SNB SEH SEH SN SN K4 K4 K4 K4

SUB SPM SKE SKE SPB SKE SKE SKB SKE SEC

SKF SKF K5S K5S SPH CON-VOY

ROMULAN GHQ FORCES

NH SUP FH KR SK SK SN KRT FHF

SPB SKE SKE SEB SEE 3FE 3FE SPC SE FRD

MB RESV

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LYRAN SET-UP CHART 601

SHEET 1

RED CLAW FLEET: SET UP ON BASES OR IN PROVINCES ON KZINTI BORDER & STARBASE 0404

BC	CC		TGC	CL	CL	CL	CL	CL
CA	CA	CA	CA	CW	CW	CW	CW	CW
SC	MB		RESV	DD	DD	DD	DD	DD
				FF	FF	FF	FF	FF

HOME FLEET: SET UP IN HEXES 0408 AND/OR 0608; UP TO 6 SHIPS IN 0707

DN	CC		TGP	CL	CL	CL	CL	CL
CA	CA	CA	CA	CW	CW	CW	CW	CW
SC	DW	DW	DW	DD	DD	DD	DD	DD
FRD	MB		RESV	FF	FF	FF	FF	FF

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SCENARIO 608 SECTOR F

SHEET 1

ROMULAN FORCES

CON CON | SUP SUP | KRC | KR | FH FH | SPB

KE KE KE | KE KE | SN SN SN | SN | SPM

SP SP SP | SP SP SP | SKE | SAV | FAL FAL

WE WE WE | WE WE WE | WE WE | KRM KRM

K5 K5L K5 | K5 K5L K5 | SNB SNB SNB | SKF

SK SK SK | SK SK SK | SK SK SK | K5S

SEH SEH SEH | SEH SEH SEH | K4 K4 K4 | SPH

SKB SKE | SKB SKE | SPC SPC | SEC | MB

ROMULAN GHQ FORCES

KC9 | NH | K7R | FH | SK SK | SN | KRV K4D K4D

SEB SEE | KRT | 3FE 3FE | SPC | SE | FRD | MB

RESV RESV

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LYRAN SET-UP CHART 601

SHEET 2

ENEMY'S BLOOD FLEET: SET UP IN PROVINCES ON HYDRAN BORDER (NOT LDR) AND STARBASE 0411

BC	CC	TGC	CA	CA	CA	CL	CL	CL
SC	MB	RESV			DD	DD	DD	DD
					FF	FF	FF	FF

FAR STARS FLEET: SET UP IN OFF-MAP AREA. ARRIVES ON TURN 2 (204.39)

CC	CW	TGP	CL	CL	CL	CL	CL
CA	CA	CA	CA	DD	DD	DD	DD
SC	FRD	DW	FF	FF	FF	FF

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SCENARIO 608 SECTOR F

SHEET 2

GORN FORCES

DN	DN	DN	DN	CC	CC	CM	CM	CM	CM
BC	BC	BC	BC	BC	TG	TG	LSC	HDS	MB
CL	CL	CL	CL	CL	CL	CL	CL	CL	
HD	HD	HD	HD	HD	HD	HD	HD	HD	
BD	BD	BD	BD	BD	BD	BD	BD	BD	
BD	BD	BD	BD	BD	BD	BD	BD	BD	
BD	BD	BD	DD	DD	DD	DD	DD	DD	DD
DD	DD	DD	DD	DD	DD	DD	DD	DD	
CV	CLE	DE	HDV	HDE	BDE	HDV	HDE	BDE	
LTT	LTT	LTT	BDS	BDS	BDS	BDS	BDS	FRD	FRD
RESV	RESV								

PODS

HBP	HBP	LBP	LBP

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CARRIER GROUP ARRAY

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

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SCENARIO 608 SECTOR G

SHEET 1

THOLIAN FORCES

DN DN DN | CC CC | CA CA | 3CPC 3CPC | MB

DD DD DD | DD | SC SC SC | SC SC SC

PC PC PC | PC PC PC | PC PC PC | RESV

PC PC PC | PC PC PC

CVA PCE PCE | BW PCE | BW PCE | BW PCE

KLINGON FORCES

D7 | F5 F5L F5 | F5 F5L F5

D6 | E4 E4 E4 | LTT

F5S F5S | F5V E4A

KLINGON GHQ FORCES

D5 D5 D5

ROMULAN FORCES

FH | SP | SK SK SK | SN SN SN

K4 K4 K4 | WH WH BHE BHE

ROMULAN GHQ FORCES

SP SP

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CARRIER GROUP ARRAY

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CVA	ESC 1	ESC 2	ESC 3	ESC 4

_____ GROUP #_____

CVE	ESC 1	ESC 2

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

_____ GROUP #_____

CV	ESC 1	ESC 2	ESC 3

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CARRIER WAR (TOTAL WAR I) SHEET G (1 sheet of this type in CW)

FEDERATION FIGHTERS

F 6	F 6	F 6	F 1	F 1	F 1	F 1	F 1	F 1
F 2	F 2	F 2	F 3	F 3	F 3	F 3	F 3	F 3

KLINGON FIGHTERS

F 6	F 6	F 6	F 1	F 1	F 1	F 1	F 1	F 1
F 2	F 2	F 2	F 3	F 3	F 3	F 3	F 3	F 3

ROMULAN FIGHTERS

THOLIAN FIGHTERS

F 6	F 6	F 6	F 1	F 1	F 1	F 6	F 6	F 4
F 2	F 2	F 2	F 3	F 3	F 3	F 2	F 1	F 1

KZINTI FIGHTERS

F 6	F 6	F 6	F 1	F 1	F 1	F 1	F 1	F 1
F 2	F 2	F 2	F 3	F 3	F 3	F 3	F 3	F 3

GORN FIGHTERS

F 6	F 6	F 3	F 3	F 2	F 2	F 1	F 1	F 1
F 6	F 6	F 3	F 3	F 2	F 2	F 1	F 1	F 1

HYDRAN FIGHTERS (below)

LYRAN FIGHTERS (above)

F 6	F 6	F 6	F 1	F 1	F 1	F 1	F 1	F 1
F 2	F 2	F 2	F 3	F 3	F 3	F 3	F 3	F 12

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CARRIER WAR: COUNTERSHEET J (BACK)

ROMULAN SHIPS

SPM	FHF	FHF	WH	WH	SKB	SPB	SUB	CNV
4	5	5	1-3	1-3	2-3	3-4	4-5	7
GRP	BHE	BHE	KRP	3KRV	SKB	K4D	K4D	KRV
R	3	3	2-4	8	2-3	2	2	4

THOLIAN SHIPS

GRP	PCE	PCE	CVA
T	2	2	2-4
PCE	PCE	BW	BW
2	2	2	2

ROMULAN SHIPS

SPM	SPM	SKE	SKE	SKE
4	4	3	3	3
SPM	SPM	SKE	SKE	SKE
4	4	3	3	3

KZINTI SHIPS

GRP	CVE	CVL	CD	CMV	CVE	CVL	CV	CVA
1	3	4	4	4	3	4	5	5-6
GRP	SDF	EFF	EFF	MEC	MEC	EFF	SDF	MEC
2	2	1-2	1-2	3-4	3-4	1-2	2	3-4

GORN SHIPS

GRP	BDE	HDE	DE	CLE	CV
G	3	4	3	4	4
4CVA	CVA	BDE	BDE	HDE	HV
6	6	3	3	4	4
17	7				

KZINTI SHIPS

EFF	MDC	MEC
1-2	4	3-4
EFF	MDC	MEC
1-2	4	3-4

HYDRAN SHIPS

F	F	DWE	DWE	DWE	LP	CV	UH	ID
3	3	3	3	3	3P	6	4	6
					5-6	1-4	1-3	5-6
F	F	4LP	DWE	DWE	CVM	CVE	NCV	NCV
24	24	5P	3	3	5	2	3	3
		13-16			3-4	1-2	1-4	1-4

2CVE	3CVM	AH	AH	AH	AH	AH	AH	AH
2	6	2	2	2	2	2	2	2
3-4	9-11							
GRP	GRP	CVE	CVE	NEC	NEC	DE	DE	DE
2	1	2	2	1	1	1	1	1
		1-2	1-2	3-4	3-4	2-3	2-3	2-3

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CARRIER WAR: COUNTERSHEET I (BACK)

FEDERATION SHIPS

NPF	NVH	FFE	FV	NVS	NVL	CVB	CVS	CVA
P	4		1	3	3	4	3	6
3-4	3-4	2-3	1-3	3-4	2-4	3-4	3-4	5-6
NPF	NPF	FV	FV	NVS	NVL	GRP	GRP	GRP
P	P	1	1	3	3			
3-4	3-4	1-3	1-3	3-4	2-4	3	2	1

ECL	FFE	FFE	NAC	NAC	NAC	NAC	NEC	ECL
2-4	2-3	2-3	2-4	2-4	2-4	2-4	2-4	2-4
NEC	FFE	FFE	FFE	FFE	DE	DE	DE	DE
2-4	2-3	2-3	2-3	2-3	2-3	2-3	2-3	2-3

ORION SHIPS

SWAC	SWAC	SWAC	SWAC	BR	3CVL	CRE	LRE	CVL
				4	2			2
					6-9	2-3	1-2	3-4
SWAC	SWAC	SWAC	SWAC	DW	3CVS	DWE	BRE	CVS
				3	3			3
					7-11	1-3	3-4	3-4

KLINGON SHIPS

E4A	E4A	E4A	E4A	SWARM	D5V	D6V	D7V	C8V
					3	3	3	6
1-2	1-2	1-2	1-2		3-4	3-4	3-4	5-6
E4A	E4A	E4A	E4A	D5V	FV	EV	FV	CVT
				3	2	2	2	3
1-2	1-2	1-2	1-2	3-4	2-3	1-2	2-3	3-4

3CVT	3CVT	3CVT	GRP	AD5	AD5	AD5	AD5	AD5
3	3	3						
5-8	5-8	5-8	1	3-4	3-4	3-4	3-4	3-4
2EV	3D5V	3D5V	GRP	F5E	F5E	F5E	F5E	F5E
2	3	3						
2-4	8-11	8-11	2	2-3	2-3	2-3	2-3	2-3

LYRAN SHIPS

FFE	FFE	GRP	DWE	CWE	CWE	CWE	CWE	CV
2	2	L	3	4	4	4	4	3
								4
DWE	DWE	DWE	DWE	DWE	CVA	4CVA	CVL	CVL
3	3	3	3	3	6	6	3	3
					5-6	18	2-4	2-4

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CARRIER WAR (TOTAL WAR I) COUNTERSHEET I (1 sheet of this type)

FEDERATION SHIPS

CVA 15 10-12	CVS 6 7-8	CVB 8 7-8	NVL 6 4-7	NVS 6 6-7	FV 3 3-5	FFE ■ 4-5	NVH 9◆ 5-7	NPF P◆ 5-7
GRP 1	GRP 2	GRP 3	NVL 6 4-7	NVS 6 6-7	FV 3 3-5	FV 3 3-5	NPF P◆ 5-7	NPF P◆ 5-7

ECL ■ 4-6	NEC ■ 4-7	NAC ■ 5-7	NAC ■ 5-7	NAC ■ 5-7	NAC ■ 5-7	FFE ■ 4-5	FFE ■ 4-5	ECL ■ 4-6
DE ■ 5-6	DE ■ 5-6	DE ■ 5-6	DE ■ 5-6	FFE ■ 4-5	FFE ■ 4-5	FFE ■ 4-5	FFE ■ 4-5	NEC ■ 4-7

ORION SHIPS

FEDERATION SWAC SHUTTLES

CVL 4 6-8	LRE ■ 3-4	CRE ■ 4-6	3CVL 4 13-18	BR 7	SWAC	SWAC	SWAC	SWAC
CVS 6 6-7	BRE ■ 5-7	DWE ■ 3-5	3CVS 6 14-19	DW 5	SWAC	SWAC	SWAC	SWAC

KLINGON SHIPS

C8V 12 10-12	D7V 6 7-8	D6V 5 6-8	D5V 6 6-7	SWARM	E4A ■ 2-4	E4A ■ 2-4	E4A ■ 2-4	E4A ■ 2-4
CVT 5 7-8	FV 4 4-5	EV 3 3-4	FV 4 4-5	D5V 6 6-7	E4A ■ 2-4	E4A ■ 2-4	E4A ■ 2-4	E4A ■ 2-4

AD5 ■ 6-7	AD5 ■ 6-7	AD5 ■ 6-7	AD5 ■ 6-7	AD5 ■ 6-7	GRP 1	3CVT 5 11-16	3CVT 5 11-16	3CVT 5 11-16
F5E ■ 4-5	F5E ■ 4-5	F5E ■ 4-5	F5E ■ 4-5	F5E ■ 4-5	GRP 2	3D5V 6 16-19	3D5V 6 16-19	2EV 3 5-8

LYRAN SHIPS

CV 6 8	CWE ■ 7	CWE ■ 7	CWE ■ 7	CWE ■ 7	DWE ■ 6	GRP L	FFE ■ 4	FFE ■ 4
CVL 6 4-7	CVL 6 4-7	4CVA 12 30-31	CVA 12 11-12	DWE ■ 6	DWE ■ 6	DWE ■ 6	DWE ■ 6	DWE ■ 6

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CARRIER WAR (TOTAL WAR I) COUNTERSHEET J (1 sheet of this type)

ROMULAN SHIPS

CNV 12 13	SUB 12 9-10	SPB 8 6-7	SKB 4 4-5	WH 2▲ 2-5	WH 2▲ 2-5	FHF ✚ 10	FHF ✚ 10	SPM ■ 7
KRV 5 8	K4D ■ 4	K4D ■ 4	SKB 4 4-5	3KRV 5 16	KRP P◆ 5-8	BHE ■ 5	BHE ■ 5	GRP R

THOLIAN SHIPS

SKE ■ 5	SKE ■ 5	SKE ■ 5	SPM ■ 7	SPM ■ 7	CVA 12 4-8	PCE ■ 4	PCE ■ 4	GRP T
SKE ■ 5	SKE ■ 5	SKE ■ 5	SPM ■ 7	SPM ■ 7	BW 4 4	BW 4 4	PCE ■ 4	PCE ■ 4

KZINTI SHIPS

CVA 12 11-12	CV 6 10	CVL 4 8	CVE 3 6	CMV 6 7	CD (4)◆ 7-8	CVL 4 8	CVE 3 6	GRP 1
MEC ■ 6-7	SDF (4)◆ 4	EFF ■ 2-4	MEC ■ 6-7	MEC ■ 6-7	EFF ■ 2-4	EFF ■ 2-4	SDF (4)◆ 4	GRP 2

GORN SHIPS

MEC ■ 6-7	MDC (4) 7	EFF ■ 2-4	CV 6 8	CLE ■ 8	DE ■ 5	HDE ■ 7	BDE ■ 6	GRP G
MEC ■ 6-7	MDC (4) 7	EFF ■ 2-4	HV 6 7	HDE ■ 7	BDE ■ 6	BDE ■ 6	CVA 12 14	4CVA 12 33

HYDRAN SHIPS

ID 12 10-12	UH 8 2-6	CV 11 3-8	LP 6P 11-12	DWE 1■ 5-6	DWE 1■ 5-6	DWE 1■ 5-6	F 6	F 6
NCV 6 3-7	NCV 6 3-7	CVE 3 2-4	CVM 9 5-7	DWE 1■ 5-6	DWE 1■ 5-6	4LP 13P 25-31	F 12	F 12

AH ■ 3-4	AH ■ 3-4	AH ■ 3-4	AH ■ 3-4	AH ■ 3-4	AH ■ 3-4	AH ■ 3-4	3CVM 12 13-18	2CVE 3 5-8
DE 3■ 4-6	DE 3■ 4-6	DE 3■ 4-6	NEC 3■ 5-7	NEC 3■ 5-7	CVE 3 2-4	CVE 3 2-4	GRP 1	GRP 2

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F&E SECTOR B

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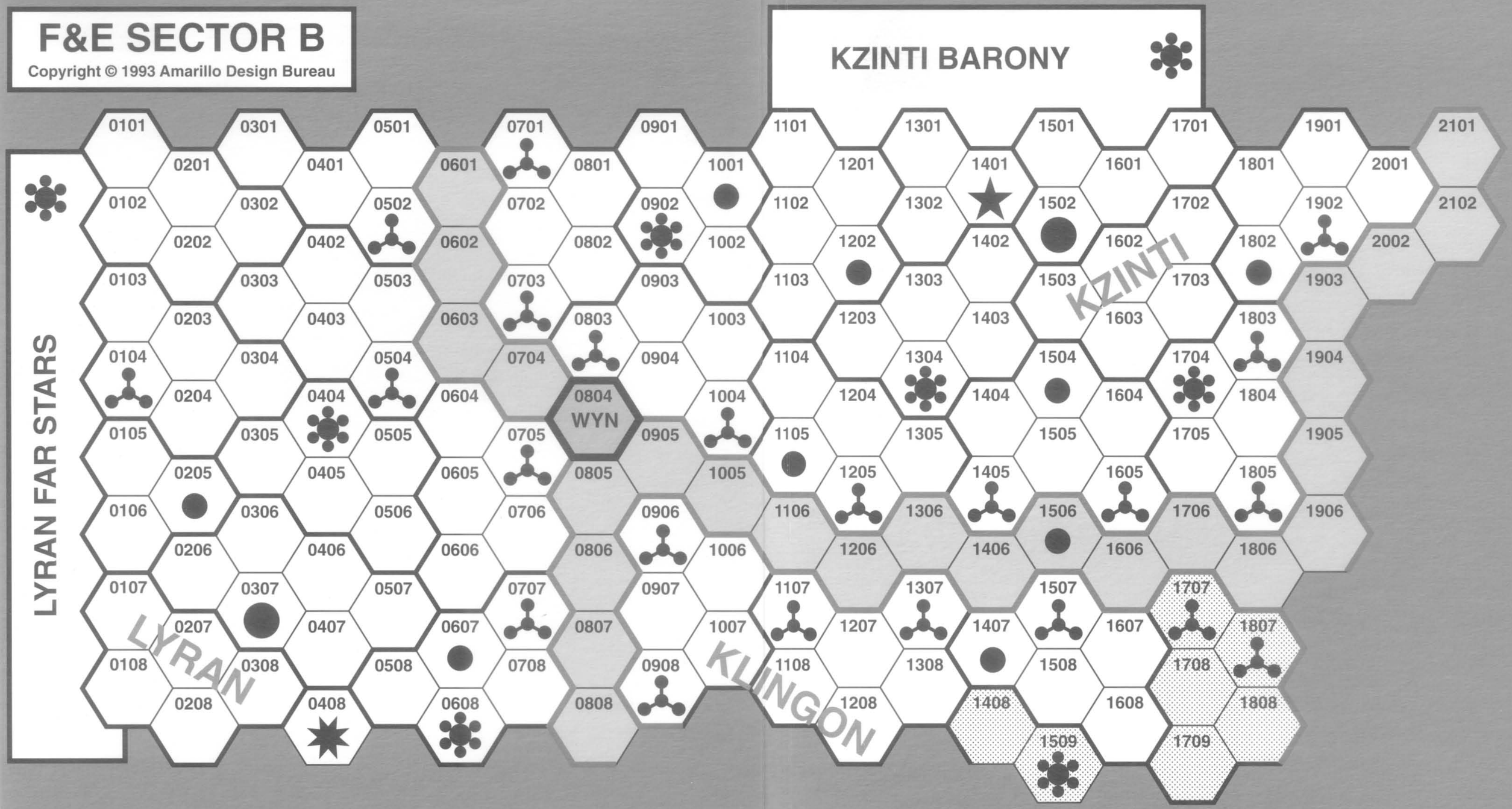


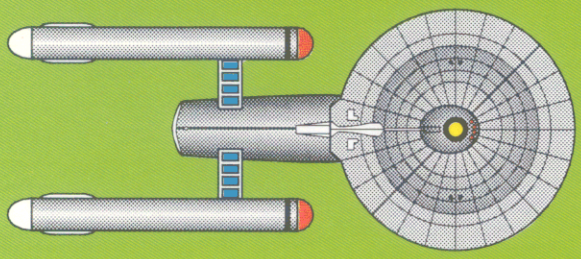
TURN RECORD TRACK

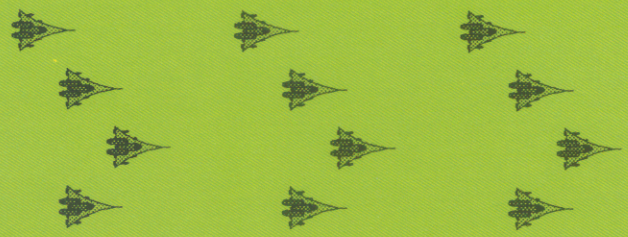
1	2	3	4	5	6	7	8	9	10

PHASE RECORD TRACK

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

LAUNCH FIGHTERS!





CARRIER WAR

THE FIRST EXPANSION OF *FEDERATION & EMPIRE*:

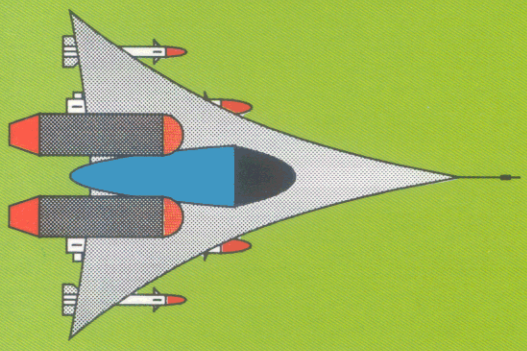
★ FEDERATION SWACS ELECTRONIC SHUTTLES

★ INDIVIDUAL CARRIER & ESCORT COUNTERS

★ KLINGON SWARM ATTACK GROUPS

★ SET UP CHARTS FOR SCENARIOS

CARRIER WAR ALSO INCLUDES TWO MAJOR SCENARIOS: THE FOUR POWERS WAR AND GALE FORCE. THE GALE FORCE SCENARIO IS DIVIDED INTO SEVEN SECTORS WHICH CAN BE PLAYED INDIVIDUALLY IN ONE SESSION, LINKED TO CREATE A SCENARIO OF ANY SIZE, OR COMBINED TO CREATE A SAVAGE CAMPAIGN!



STAR FLEET UNIVERSE

FEDERATION & EMPIRE

NOTE: This product is an expansion kit for the game system *FEDERATION & EMPIRE*. You must have that game to utilize this material.
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