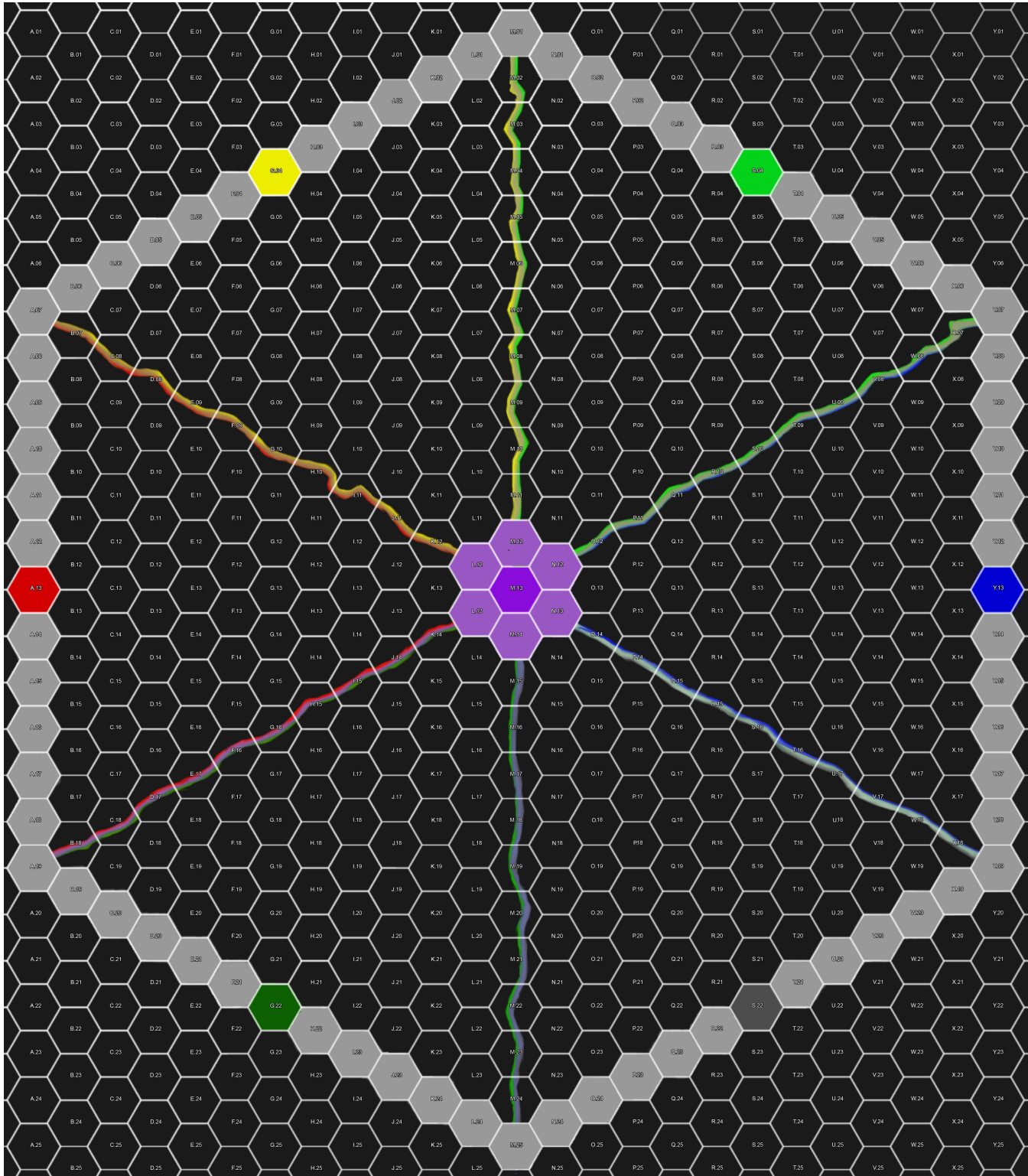


Masters of Orion 2.1

NOTE: in the following Rules, the terms “hex”, “hexes”, “sector”, “sectors” are used interchangeably.

MAP:

For 6 Players:



The map is created with a total of 469 sectors for 6 players

* Orion, the seven sectors (purple) in the center of the map are the most valuable sectors in the center of the space grid which is equidistant from all player's Home Worlds. Six outer enclave sectors (light purple, Ex: L-13) and one Orion Home World sector (dark purple, Ex: M-13) is in the center of the map.

- * Six player Home Worlds (various colors, Ex: S-22) are at the center outer edge of each space “pie” slice”.
- * 66 Frontier Sectors (grey, Ex: U-21) surround the universe that the Masters have created
- * 60 Neutral Zone Sectors (wavy lines, Ex: M-18) separate the player home areas.
- * 330 Home Space Sectors (Ex: P-19), 55 sectors per empire “pie slice”.

Neutral Zone: The first time any empire enters a neutral zone sector on the map; that player should roll 1d6: 1-3 a random Orion ship is received, 4-6 no ship is received. Each neutral zone sector is only rolled for once during the campaign.

Roll Randomly for ship type and option mounts:

Orion Mercenary Ship Type:

- 1: LR
- 2: CR
- 3: HR
- 4: DBR
- 5: MR
- 6: Sal

Roll	Option Mount
1	ADD
2	Cloak**
3	Disruptor
4	Drone A
5	ESG * (two adj Mounts)
6	Fusion Beam
7	Hellbore (non wing mounts)
8	Mine Rack (loaded)
9	PH-1
10	PH-G
11	Photon
12	PL-D
13	PL-F Swivel Mount
14	PL-S/G Swivel Mount *
15	PPD *
16	Special Sensor
17	Drone G
18	AWR or PH-2
19	One Transporter, Battery, Tractor, Lab, or PH-3
20	Drone E

**If “Cloak” is rolled, ship receives a cloaking device and then roll again for a weapon since a Cloak isn’t an optional weapon per se.

Orion Sectors:

The Orions have a center sector and six outer enclave sectors. Any time that a Orion Sector is entered by a empire(s) they may only occupy that sector by defeating the NPC Orion forces. (Note: If more than 1 player race enters an Orion Sector simultaneously each must fight a mirror battle against the NPC. If more than 1 player race defeats the NPC Fleet, they must then resolve combat resolution normally to determine the empire to occupy the Orion sector). Once a Orion Fleet is defeated in a sector (Enclave or Center), no other player is required to combat the NPC in that Orion Sector, and that sector is considered as any other sector in the game.

The Center Sector has a single Orion BATS with Y170 and Y175 refits regardless of year; OAKDISC; power module; and two Hangar Bay Modules in a planetary system along with a variable squadron of six ships. Orion's Center Sector has a class M planet with moon and the same planetary defenses that each player starts with and these may be deployed freely. These may not be augmented. The BATS itself has no minefield. Immediately upon defeating the NPC Fleet in the Orion Home planetary system, the sole surviving player, receives 1 BATS (of the corresponding race) and 6 Orion PFs.

There are six possible Orion squadrons defending the Center Sector, and when a player first enters the Orion Center Sector he rolls 1D6 to determine which one he faces. The Orion Fleet and defenses must fight to the death in that sector; Orion ships will not disengage. There is no limitation on how many times a particular squadron is created; if all six players enter the Center hex and all roll a "6" that's just too bad for everyone. Note that some Orion ships on these lists may appear outside the normal SFB timeline...the Masters can pluck ships from anywhere in the time continuum to suit their purposes. Orion carriers have class II fighters from a non-player race and these may be from a simulator race like Canadiens. Orion PFTs have a standard Orion PF flotilla and automatically have 1 option mount as a special sensor..

Orion Center Sector Fleet Composition Chart: Roll 1D6 and use the chart below to create an Orion Center Sector fleet:

- 1: CA, HR, CR, DBR, 2x DW
- 2: DCR, AR, MR, DBR, 2x DW
- 3: BC, MR, BR, DWV, DBR, DW
- 4: BRH, CVL*, HR, DBR, 2x DW
- 5: CV, CA, AR, DBR, 2x DW
- 6: BCH, CVS*, BR, SAL, DBR, DW

*: For #4, replace with PFT in Y180. For #6, replace with BRP in Y180.

Roll for Option Mounts per the table at the end of these rules. Also, each Orion ship has a 20% (1/5) chance of possessing a CLOAK. Any Orion ship with more than two drone racks (including drone racks not in option mounts) will have OAKDISC installed automatically. All Orion drones are Type-1, speed-32 regardless of era. Orion ships equipped with plasma torpedoes have Plasma Sabot and Carronade ability regardless of era. Orion fighters automatically have warp booster packs at the appropriate date.

Each of the six outer Enclave Sectors has a 4-ship squadron and a Major Planetary System (exactly per the colonization table below), plus 3x Phaser-IV's to be deployed as the defending Orion player wishes. Each of the six Orion Enclave Sectors generates a 4-ship squadron and fights in the hex it is created in. Each player that enters an Orion Enclave hex generates a 4-ship squadron per above. It must fight to the death in that hex; Orion ships will not disengage.

Orion Enclave Sector Squadron Composition Chart: Roll 1D6 four (4) times and use the chart below to create an Orion 4-ship squadron (rolling for option mounts per above, etc...):

- | | |
|-------|-------|
| 1: BC | 4: HR |
| 2: BR | 5: AR |
| 3: MR | 6: DW |

Orion Raiders. Each turn that an Orion Enclave Sector is occupied by an empire and that the Orion Center Sector remains under Orion control, each Enclave sector controlled by an empire is subject to a possible raid by NPC Orions. A 1d6 roll of “1” per enclave sector per turn produces a Orion Raid on that specific sector. If a sector is raided, a 3-ship Orion raiding squadron rolled randomly using the Orion Enclave Sector Squadron composition chart (above) attacks the affected sector(s) and will fight to the death. **Option mounts and cloak availability for Orion raiders is per the Center Sector.** Note: In theory if all six enclave sectors were occupied by empires and all six each roll a “1”, then each would be attacked by 3-ship raiding squadrons. Once Orion Center has been occupied by any empire, raids cease.

Starting Forces:

- * 3000 BPV of mobile units (and pods) must be spent by each player. No more than one size class 2 unit.
- * Additionally, up to 300 BPV may be spent for Commanders Options on the above starting units at no cost.
- * Finally, an additional 650 BPV is reserved for each empire which may be spent on construction dock ships or pod/fighter/PF construction considered to have been initiated during the construction phase of turn Y178.6, and/or or all of the remainder may start in each player’s “Bank” which may only be used after the onset of the game per the regular sequence of play.

Free Starting Assets:

- 2 Fleet Tugs at no cost.
- 2 Theatre Transports of players choice at no cost.
- 1 Large Exploration Freighter (F-EL) at no cost
- 1 Small Exploration Freighter (F-ES) at no cost
- 1 Repair Dock at no cost.
- 1 Mobile Base module at no cost.
- 4 Cargo pods at no cost
- 1 Size Class 2 Construction Dock at Home World at no cost.
- 1 Size Class 3 Construction Dock at Home World at no cost.
- 1 Size Class 4 Construction Dock at Home World at no cost.
- 1 Star Base at no cost at Home World
- 1 Standard Minefield at no cost for Star Base at Home World
- 1 Fighter Moon Base at Home World with 12 Fighters of players choice at no cost (no mega-fighters).
- 3 Phaser-IV Bases on Home World Moon at no cost.
- 6 Phaser-IV Bases on Home World at no cost.
- 1 Warp Gate (200 BPV value) at Home World Sector at no cost.
- * All free starting assets may have 10% of their Combat BPV in free commander’s options.

Time: Each game turn represents 2 months of the calendar. *Game Start is Y179.1 (6 turns per year)*

Strategic Movement:

Ships capable of speed 17 or more on Warp engine power alone can move two hexes per turn, slower ships just one. Ships listed as “Fast” on the Master Ship Chart and X-Ships may move three hexes per turn. Slow ships or immobile elements may be towed by Tugs and the resulting combination may be capable of two-hex movement rates.

- Warp Gates allow movement of up to six hexes between two linked gates in a single move. Linked Warp Gates support two-way traffic between them. Warp Gates may change which other Warp Gate they are linked with at the beginning of the movement phase. Warp Gates cannot change their linked status during the movement phase. Warp gates may not be used on a turn in which they move or vice-versa, including retreat before combat.

- If ship(s) of opposing sides occupy the same sector at the same time, all ships cease movement and combat resolution is required.
- *Players may negotiate Safe Passage through hexes they control for other player's ships if desired. However, a player allowed Safe Passage may not use any hex not under their own control as a retreat route.*
- Movement is plotted for a simultaneous move, with the strategic impulse movement chart¹ resolving which specific hex of movement opposing ships occupy to see if a battle occurs. Ambiguous situations are resolved by initiative.
- If a larger force's plotted movement is not completed as a result of a smaller enemy force's movement or position, the larger of the two forces may complete it's move by leaving behind ships equal to the smaller force's side. A sector with fixed installations or planets may not be moved through by this rule.

Reaction:

Reaction moves can occur within the explored area of any player's home territory. If eligible friendly ships are within three hexes of any other friendly explored Home or Neutral Zone hex entered by enemy forces, they may react one move toward the enemy, according to the reacting unit's base speed (1,2 or 3 hexes depending). This may result in combat resolution.

In addition to the above, bases (deployed MB, BS (including Civilian), BATS, STB, SB, STF) allow eligible ships in their hex to react one move towards enemy fleets moving within two hexes of the base regardless of where the Base is located.

- Ships that moved during strategic movement may NOT react.
- Civilian ships and auxiliaries may not react.
- Warp Gates may not be used for Reaction movement.
- *Safe Passage is not allowed for reaction moves.*
- PF's and Fighters along with Early Years ships (and their derivative National Guard/Naval Reserve/War Reserve types) may only react one hex, not one move. PF's/Fighters may only react separately if their base and/or tender did not move and in groups of no less than 6/12 for PF's/Fighters respectfully.
- Reaction may result in an intercept requiring combat resolution. If ship(s) of opposing sides occupy the same sector combat resolution is required.
- Reaction Movement is plotted for a separate simultaneous move, with the strategic movement impulse chart resolving which hex a reaction battle occurs. Ambiguous situations are resolved by initiative.

Economics:

Base Sector Values:

- * Home World Sectors (100 BPV each, starting area for each race)
- * Neutral Zone Sectors (40 BPV each)
- * Home Space Sectors (20 BPV each)
- * Frontier Space Sectors (5 BPV each)
- * Orion enclave (six outer) hexes (200 BPV & a Major System- see below- 250 BPV total)
- * Orion Home World, The central point of the entire Space Grid (1,000 BPV)

In addition, *all* sectors on the map (except for Home World Sectors, and Orion sectors which already have planetary systems), may possess a planetary system of economic value, randomly determined per the Exploration & Survey process, and exploited through the Colonizing process below. +25 BPV for a Minor system and +50 BPV for a Major system.

Economic BPV is generated each 3rd game turn (Y179.3, Y179.6, Y180.3, etc...); and is paid out based on ownership of each individual sector on that turn. BPV is spent at the end of a revenue turn or may be saved and spent on any future game turn.

Example: The Klingon empire on turn Y181.3 receives 900 BPV. The Klingon elects to build 2 cruisers, 3 frigates and 12 fighters. The 3 frigates and 12 fighters would appear at the end of

Turn Y181.4. The 2 cruisers (size class 3) would appear at the end of turn Y181.5. The player Banks 150 BPV (which could be spent on turn Y181.4 for example).

Exploration & Survey:

All sectors other than home world sectors are unexplored at start. Sectors can be explored by ships when they enter the hex. For each Home space sector or Frontier sector explored a 1d6 die roll of 1 produces a valuable planetary system on the table below. For each Neutral zone, a 1d6 roll of 1-3 produces a planetary system. For a roll that generates a planetary system, the hex must then be Surveyed to determine specifically what that system looks like (either a Minor or Major system). A sector may be entered and determined to contain a star system, but the specific composition of any system may only be determined by conducting a Survey. A sector is only explored once.

Planetary System Value (Exploration) Table, 1d6:

Home, Frontier, Sector: dr 1 = Major or Minor planetary system present in sector
Neutral Zone Sector: dr 1-3 = Major or Minor planetary system present in sector

Sectors containing planetary systems must be surveyed to make the system eligible for colonization to gain BPV for the planetary system. A 1d6 is rolled on the Survey Table (below). Survey ships² can survey any and all hexes along their movement path. Scout ships can Survey any one sector along their movement path- the specific hex to be surveyed must have been determined to possess a planetary system in a previous turn and the specific sector must be decided during the movement plot. If any sectors remain unexplored or un-surveyed by the time X-Ships enter service, an X-ship conducts surveys as a Survey ship would. Exploration Freighters can do Surveys; other civilian vessels cannot. A ship using Warp Gate movement may not perform Surveys. A hex may be surveyed and explored in the same move only by survey ships. A sector is only surveyed once.

(Survey) (Planetary System Value) Table, 1d6:

1-3 Minor system, +25 BPV upon colonization
4-6 Major system, +50 BPV upon colonization

Colonization:

Any Minor or Major planetary system may be colonized. Establishing a colony takes place during the “Deploy Ground Bases” step of the sequence of play. Each minor planetary system requires an expenditure of 20 BPV to establish the colony and each major planetary system requires an expenditure of 40 BPV to establish the colony; it happens automatically through the logistics system. A planet must be colonized before the variable BPV it produces is earned; colonies may be established on an economic turn and generate economic BPV that same turn. Colonization creates free Agricultural, Mining, or Science Stations per the Colonization Table below. **Each intact station generates 25 BPV.** Additional stations may not be built, although if a station is destroyed it may be rebuilt at normal cost- but *only* during the next *Economic Turn’s* construction phase by whomever controls the planet. Ground bases added later are subject to campaign limits described below and do not generate BPV. The free base(s) count against the limits below for each hex facing, but may be included with military bases in any Power Grid created.

Colonization Table, 1d6:

- 1-2: Minor system- Mining station on moon orbiting a Gas Giant;
Major system- 1x Mining Station, 1x Science Station; 1 each on two moons orbiting a Gas Giant
- 3: Minor system- Science station on a large asteroid in the system’s asteroid field (asteroid map);
Major system- Science Station on class M planet and also on moon orbiting Class M planet (1 ea.)
- 4-5: Minor system- Ag station on class M planet;
Major system- 2x Ag stations on class M planet
- 6: Minor system- Civilian Planetary Operations Base (R1.72) on a class M planet
Major system- 2x Small Civilian Operations Bases (R1.73) on a class M planet

Improving Colonies.

Colonies may be improved through the purchase of shuttles, skiff's, couriers, etc... by the normal production process and costs.

Example: A system is explored (and conquered) by a ship on turn 3 and it is determined that there is a planetary system worth colonizing in the sector (type unknown at this point). On turn 4 a survey ship moves into the sector and obtains a "major system". Later that same turn (turn 4), the player expends 40 BPV, rolls on colonization table and receives two Ag stations on a class M planet which produces +50 BPV for this sector as long as the stations (in this case Ag stations) remain intact. On turn 7 a battle is fought in the colony sector and one of the two ag stations is destroyed, reducing the BPV of the system to +25 until the ag station is rebuilt during the next Economic turn (turn 9) construction phase- which occurs *after* income.

All Terrain is known to all players as soon as it is discovered; the Masters ensure that everyone has the same stellar cartography information regardless of who discovers it.

Economic BPV is generated each 3rd game turn; and is paid out based on ownership of each individual sector on that turn. BPV is spent at the end of a revenue turn or may be saved and spent on any future game turn.

Example: The Klingon empire on turn 12 receives 900 BPV. The Klingon elects to build 2 cruisers, 3 frigates and 12 fighters. The 3 frigates and 12 fighters would appear at the end of Turn 13. The 2 cruisers (size class 3) would appear at the end of turn 14. The player "banks" 150 BPV (which could be spent on turn 13 for example).

Construction:

All construction not defined as a *Distributed Production* (see below) item must be done in a Construction Dock of appropriate size. Small docks produce size class 4 ships, Medium docks produce size class 3 ships, and Large Docks produce size class 2 ships. Size class 4 ships take one turn to produce. Size class 3 ships take two turns to produce. Size class 2 ships take three turns to produce. Docks may "downsize" production according to the chart on p. 22 of the Campaign Designer's Handbook.

No Unit may be used in game until construction is completed. (no partially completed units).

Reference: Campaign Designer Handbook, page 22 for complete listing.

Newly constructed units roll on Campaign Designer Minor Ship Improvements (Page 84) table (must be witnessed).

Minesweepers (not mine layers) are required to have a single large/two small mine(s) per rack as part of the initial purchase using Commander's Option points. Additional mines can be purchased at any time as distributed production, similar to a minefield package.

Units that are started construction can qualify of the year of availability that they are delivered.

Special Construction:

The following infrastructure units can be built at the home world without using a Construction Dock:

- * Construction Docks & Fleet Repair Docks
- * Warp Gates

Construction Docks, Fleet Repair Docks and Warp Gates are considered infrastructure, which take longer to build than ships and are restricted in location. Infrastructure may be constructed at the Home system, or at any Major colony system. Infrastructure items take longer to build than ships: four turns. Conversion to an X-capable dock may occur later according to the rules above governing X-Ship construction. Incomplete infrastructure cannot be damaged or destroyed, but if the system building it is captured the conquering player will inherit it upon completion if he is still in possession of the system when the infrastructure is completed. Warp Gates may only be built at the Home system.

Distributed Production: In addition, production of consumables and all size objects of Size Class 5 or smaller (PFs, shuttles, fighters, drones, Commander's Options, mines, etc.) is *Distributed Production*; these items are paid for during the economics phase and appear where they are wanted.

Minefields may be purchased and stored, but to be emplaced (or an emplaced minefield removed) a mine warfare asset (Minesweeper, minelaying freighter) must be in place at the desired location.

Cargo Pods are also considered distributed production items, but do take one full turn to build like any other size class 4 object.

All other Pod types require dock space in a construction dock to build. All Pods must be moved by Tugs during normal movement, or through the logistics system at a movement rate of one hex per turn. Players must keep track of where pods are located individually. Pods moving through the logistics system that find themselves alone in a sector with enemy ships retreat before combat using the normal retreat rules.³ Distributed Production items may be produced at the Home system or any major colony. Base Stations and larger bases may produce their own Augmentation Modules; fighters and PFs must be produced at Home or a major colony that has a construction dock. A Base which is out of supply (see below) may not produce augmentation modules. *Size class 5 objects (skiffs, PFs) and fighters (standard, heavy, and bombers) take one full turn to build.*

Colony systems must have a supply line to the home system to support full production (major or minor colony- whether a construction dock has been built there or not). A Colony that is cut off may only produce items of any type up to the economic value of the colony itself until a supply line is reestablished. Ships under construction at the time a colony is cut off are completed normally.

X-Ship Construction: When X-Ships become available, a 100 BPV surcharge must be paid to make a Small or Medium Dock eligible to produce X-Ships. This must be paid at the time the X-ship is laid down. Each such dock may produce a single X-ship each year. An X-Dock may also produce XP Partial-X conversions to existing ships or as part of new construction. An X-Dock may build/convert one XP ship per year. Conversions to XP ships may be done at a Starbase, and size-class 4 X-ships may be built at a Starbase. The 100 BPV construction surcharge applies to the Starbase, as does the limitation on number of hulls produced/converted per year, but the surcharge buys the conversion of the Small dock to construct X-Ships and the ability of the Starbase to do XP conversions to ships of any eligible size class. X-Ships may only be produced at a player's Home system. Once X-ships enter production, existing bases and FRDs may be converted to X technology by paying the BPV difference between the old and new configurations during the Upgrade Bases step, plus a 50 BPV surcharge. Construction of new X bases and FRDs is done at normal BPV cost.

Commander's Options:

These are built instantly during the construction step for ships that are in supply.

- * For purposes of this rule MRS shuttles are built as commander's option, not as fighters.
- * SWAC shuttles are NOT built using this rule, they are built as fighters.

BASES, REFITS, UPGRADES, & CONVERSIONS

Mobile Bases: Mobile bases are built at Construction Docks. They are moved by tugs. They take a turn to deploy (no tug needed). Up to four pods may be attached.

Upgrading Bases: A mobile base with 4 attached pods may be upgraded to a Base Station. A Base Station can be upgraded to a Battle Station. A Battle Station can be upgraded to a Sector Base or a Star Base.

Each step of this upgrade process takes a full turn and requires the use of a tug or a repair asset (which cannot be used for any other purpose this turn).

Ground Bases and Planetary Defenses:

- * No more than one base (base station, battle station, or starbase) in any system.
- * No more than 5 defense satellites around any world and none at all around moons.
- * Home world - No more than two defensive ground base (fighter or PF base, ground missile base, ground phaser base, etc.) on any hex side of any world
- * Colony world - No more than 1.5 defensive ground base (fighter or PF base, ground missile base, ground phaser base, etc.) on any hex side of any world (One on each hex side, and one additional every other hex side)
- * Moons - No more than three defensive ground bases on any moon (one every other hex side)
- * No more than one sensor station and power station per hex side of any planet, and every other hex side of a moon.
- * There may be up to 6 ground defense bases per asteroid *map*, placed on large asteroids only. Each base may be no closer than 4 hexes to any another base.
- * No more than two fighter squadrons and one PF flotilla stationed as a fixed defense in the system, i.e., on ground bases, and no more than two fighter squadrons and one PF flotilla on base modules.
- * No more than two standard minefields around any colony or base, four around a major world. Each standard minefield can have no more than 20 points spent on additional mine enhancements (command control, etc.).
- * Only minelayers and minesweepers may emplace or remove a minefields around planets and bases and do so by remaining stationary in the sector during the strategic turn. Minesweepers may only emplace or remove one standard minefield per turn. Small Mine layers may emplace or remove up to two standard minefields per turn while large minelayers may emplace or remove four minefields per turn. *To qualify as a minesweeper, a ship must be fitted with at least two mine racks and possess at least two minesweeping shuttles.*

Pods/Modules: Cargo Pods are also considered distributed production items, but do take one full turn to build like any other size class 4 object.

All other Pod types require dock space in a construction dock to build. All Pods must be moved by Tugs during normal movement, or through the logistics system at a movement rate of one hex per turn. *Players must keep track of where pods are located individually.*

Repair: Utilize basic game rules for determining what may be used to repair which units (Tugs, Repair Docks, Star Bases, base stations, etc... See repair asset table at the end of these rules).

Limits: A repair asset is defined as:

- * A tug with a repair pod or pods, pallet (s), or skid(s)
- * A repair freighter (large or small)
- * A FRD is three repair assets
- * A construction dock is two assets- it may not be used for shipbuilding and repairs in the same turn
- * A Base station is two repair assets while a Sector Base or Battle Station is three repair assets.
- * A Star Base is six repair assets.
- * A repair pod is a repair asset (only) if attached appropriately to an operational mobile base.

Crippled Units: Each non-moving repair asset can repair one crippled ship. This takes a full turn.

Cost: Damaged Units cost BPV in additional to having required repair unit in place.

Cost is the highest according to the following:

Any Internal Damage:	10% base cost of the unit.
Crippled Units:	25% base cost of the unit.
Any Excess Damage and/or No Warp Boxes remaining on unit:	40% base cost of the unit.

Limitations: Each repair box can perform a maximum of 2 BPV of repairs.

For example a small repair freighter has 10 repair boxes, and thus can repair a maximum of 20 BPV of damaged OR crippled ships per turn.

There are no partial repairs although repairs may be carried over between consecutive turns until the appropriate total cost is paid. If interrupted any BPV spent is lost.

Refits, captured ships and conversions:

Captured Ships must be refitted for conversion at a construction facility, Sector Base, Star Base, or FRD. The cost of **conversion** is 10% higher than the cost to repair the ship (A crippled D5 would cost $110 * 25\% + 110 * 10\% = 39$ BPV to convert)

Ships must be **refitted** (Plus, K, Y175, etc) and upgraded (CA -> CC) conversion at a construction facility, Star Base, Sector Base or FRD.

Conversions. Base hulls may be converted into variants. This takes one full turn; the cost is the difference between the BPV of the base hull and that of the desired variant. Conversions are done at a Conversion Asset: A construction dock, FRD, Sector base or Starbase. Conversion of size-2 & size-3 hulls may only be done at a construction dock or Starbase. A Conversion Asset may complete one conversion per turn.

- * A construction dock performs a conversion or repairs in lieu of new construction.
- * *An FRD uses one docking position for the conversion; the other two remain available for repair work.*
- * A Starbase uses one docking module for the conversion; the other five remain available for repair work. A conversion done inside a Starbase docking module uses entire docking capacity of the module. *The integral Small Construction Dock of a Starbase is unaffected by conversion work; it continues to build normally. It may be used to convert a size-4 hull in lieu of new construction; if this is done all six docking positions remain available for repair work. For a campaign beginning in the Early Years era, this procedure is used to convert Early Years ships into Main Era ships as appropriate (for example, Fed Early CA to National Guard CA; Klingon C6 to C9, D4 cruiser to LD4 War Reserve Cruiser).*

Expendables

Expendables used during combat may be replaced at no cost provided a unit is in supply. To have expendables replaced, a ship must be able to trace a supply line free of enemy-controlled hexes to a friendly Base, Colony, or the Home system.

Drones, T-Bombs, shuttles, boarding parties, probes, and other ammunition are considered expendables.

Purchase and replacement of fighters, heavy fighters, and bombers: Such units are produced at 1/2 of their BPV value and take one turn to build. For each such unit produced, one free replacement is also produced upon initial delivery and additionally during the income phase of every third turn. These free replacements are in each sides "replacement pool". Additional replacement of these combat units requires an expenditure equal to 1/2 of the BPV of the unit as originally purchased. Replacements may be "banked" against future losses. Replacements may not be deployed as new squadrons; they remain in a pool for loss replacements only. Replacement of fighters, heavy fighters and bombers from the replacement pool occurs during the construction phase of each game turn unless a carrier resupply ship, fighter/bomber resupply pallet or pods are utilized- then resupply of fighters/bombers occurs during the combat phase between rounds with units in the same sector. Otherwise it occurs in the production phase automatically but only if in supply. Carrier resupply ships as well as fighter/PF resupply pallets & pods are replenished in the production phase also.

Purchase and replacement of PFs & Interceptors: Such units are produced at full **combat** BPV value and take one turn to build. Additional replacement of these combat units requires an expenditure equal to the full **economic** BPV of the unit as originally purchased. Replacements may be "banked" against future losses. Replacements may not be deployed as new squadrons; they remain in a pool for loss replacements only. Replacement of PFs & Interceptors from the replacement pool occurs during the construction phase of each game turn unless a PF transport pod or pallet are utilized- then the resupply of PF's may occur during the combat phase between rounds with units in the same sector. Otherwise it occurs in the production phase automatically but only if in supply. PF transport pallets & pods are also replenished in the production phase.

FCR's, fighter & PF resupply pods or pallets: The fighters and PF's in storage aboard these ships, pods and pallets are not included in the initial build costs of these units and such replacement fighters/PF's are paid for through the replacement process described above.

Combat

Each Player arranges his ships into 1 or more Fleets utilizing command point limits.

- * If one player controls a planetary system (Major or Minor colonial systems or Home Base planets only) he may choose to fight a one round "approach battle" (which might randomly still have local terrain) which is resolved prior to any subsequent battle in the vicinity of the colony or home world planet. The subsequent battle for the planet would be considered a separate round. Defending forces that retreated from the approach battle may be used in the subsequent battle for the planet, or be retreated from the sector per the normal retreat rules. Ships damaged during the approach battle may conduct continuous damage repairs between the rounds. Fighters or PF's may participate in an approach battle without their carriers or base, but each squadron takes up a command slot in the task force.
- * In situations where a major or minor planetary system has been explored, surveyed, but not colonized, the controlling player may still elect to fight an approach battle. If the controlling player wishes to fight in the vicinity of a surveyed (but uncolonized) system, merely roll on the colonization table to determine the key terrain in the system (no ground stations are placed- they are only placed upon subsequent colonization).
- * If the controlling player wishes to fight in the vicinity of the an explored (but un-surveyed and uncolonized) system, a normal class M planet will be present for the battle (no ground stations of course). Later survey and colonization rolls may later alter the key terrain of the system.
- * In the rare situations where players *simultaneously* enter an explored, uncolonized system (surveyed or not) the key terrain is determined as in the above situations and is placed equidistant between the two forces.

In general, task force size is determined by the F&E Command rating of the designated flagship.

*Smaller ships subordinate to a flagship are counted according to the chart on p.31 of the Campaign Designer's Handbook;

Class	Command Points
CA/War Cruiser and larger	1 point
Heavy DW	0.8 points
DW	0.7 or three for 2 points
DD	0.6 or three for 1.5 points
FF	0.4 or three for 1 point
Police Cutter	0.3 or 3 cutters and a police flagship for 1 point

* A size class 3 always counts as one ship.

*More than one size-2 ship may be included in a task force, with each subsequent ship taking an equivalent number of the flagship's Command allowance: Second ship takes two points of the flagships command rating; third ship takes three points, and so on.

* No more than one Mauler may be in a task force, and no more than one in three ships may be a Drone Bombardment ship.

* Only one Tug with Battle, Carrier, Drone Bombardment, or PF pods may be included for normal command point cost; a second Tug may also be included at normal command cost if carrying Cargo, Troop, Repair, or self-defense pods only (for example, a Klingon force with a Battle Tug-A could also include a Tug-B with a pair of P2 Power Boost pods). More than one "battle-type tug" may be included in a task force, with each subsequent ship taking an equivalent number of the flagship's Command

allowance: Second ship takes two points of the flagships command rating; third ship takes three points, and so on.

- * Fighters and PFs do not count against Command limits if their carrier is in the task force, regardless of number. Independent fighter squadrons and PF flotillas do count against Command slot limits as a single size-3 ship.
- * One Scout may be included for free; other Scouts count against Command command point limits according to their size class.
- * One Leader variant is allowed for every two standard hulls of size class 3 and 4 respectively; leaders need not be the exact hull type (A D7L may lead any combination of D5/6/7/E7 hulls, for example). If a Leader is the task force flagship, a second Leader is allowed if three or more hulls of the same size class are in the task force. This applies if a Heavy Battlecruiser is the flagship; a second Heavy Battlecruiser may be a subordinate division Leader. A Heavy Battlecruiser may also be a Leader for hulls of the same size class if a size class 2 hull is the flagship.
- * Orion mercenary ships are considered equivalent hulls of their respective size class for the purpose of determining the allowed number of Leader variants in a force.
- * Fast ships may be freely substituted for standard ships.
- * When X-ships are developed, a task force may contain one X-ship of each size class. Partial-X (XP) conversions are counted separately using these same restrictions.

Commentary on Ship Types and Variants: Players have great latitude in determining the composition of their fleets. Carriers must have escorts purchased for them, but they may be deployed as the player desires (with the carrier, or not). If the reference entry indicates that a smaller number or size of escorts than the nominal requirement was sometimes provided, a player may build the smaller number (and size) of carrier escorts as desired; carriers which list “none” as a possible number of escorts do not require one to be constructed. Carrier escorts may also be built even if the carrier itself is not constructed. Carriers may be configured at the time of their construction for either standard single-space Fighters or double-space Heavy Fighters at the Player’s option. Unbuilt Variant ships may be built as desired; in the case of variants with a historical introduction date later than the earliest possible introduction date in the ship description and Master Ship Chart, a player may use the earlier date. Conjectural ships require consent of all the players, and may require a decision with wide-ranging and unpredictable effects (for example, letting the Federation build PFs). Warships on the Master Ship Chart coded LPU, LP2, RPL, RP2, RPU, and UNQ may be built as desired; the Masters do not impose historical doctrines and type preferences on the players. Ships deemed Impossible may not be built. If an Early Years start time is selected, older warships may later be converted into National Guard or War Reserve variants per the Master Ship Chart. Older warships not so refitted may be scrapped; they are removed from play and the player receives 15% of the BPV of the vessel as scrap reclamation value. This is calculated by including any installed refits in the BPV but not Commander’s Options other than installed systems (UIM, DERFACS, OAKDISC, Cloak, etc.)

- * Opposing Fleets are paired against each other randomly.
- * No More than 1 Fleet may engage any other enemy fleet.
- * A player may elect to either fight the battle once pairings are revealed or retreat from the sector utilizing the retreat rules.

Players Should Roll on the Local Terrain below prior to starting combat (unless a colonial system or home base planet system is being contested- in which case use the colonial/Home Base terrain per above):

2d6: 2-6 = Open Space; 7 = Planet and possible Moon (33% moon present); 8 = Gas Giant and possible moon (50% moon present) and/or rings (16.7% rings present)- roll for both moon and rings separately; 9 = Asteroids; 10-12 = Roll on S5.41 Random Event Table.

- * After the 1st round of combat resolution (SFB Combat/Retreat) any remaining forces may be rearranged utilizing command point limits and a 2nd or further rounds of combat is resolved. Fighters and PF’s may be transferred between ships and bases between combat rounds within the same sector to include replenishment of fighters and PF’s by carrier resupply ships as well as fighter/PF resupply pallets & pods.

- * Replacement of drones between battle rounds requires reloads to be available in the hex, held in Cargo boxes. Each ship armed with drones has a Basic Load, which comprises the drones in the racks, all reloads specified by the ship description, all drone storage for fighters/PFs or bombardment missions, and any additional drones purchased as Commander's Options. This Basic Load occupies a number of Cargo spaces which will vary from ship to ship. Each Cargo box carries 50 spaces of drones, and reloads for several ships may be loaded in a single Cargo box. Carriers, PFTs, and drone bombardment ships may require several boxes (or an entire freighter) to carry a Basic Load.
- * Cargo boxes used for general ship turns of supply when isolated may not be used to store drone reloads.
- * Carriers, PFTs, and drone bombardment ships may reload from internal storage between battle rounds. Refilling the internal stowage itself must be done from Basic Load storage held in Cargo boxes.
- * Any spare Admin shuttles or fighters carried aboard per the ship description may be broken out of storage and readied for use between battle rounds. Replacement of these units beyond those carried aboard requires the presence of replacements aboard replenishment ships like FCRs or fighter/PF replacement pods/pallets.
- * Combat is resolved until only 1 player remains in the sector because all opposing units, including ground bases, stations or boarding parties on planets or moons (of major/minor or colonial systems or home worlds *only- not local terrain*) have been destroyed or retreated from the sector. In ambiguous situations the side possessing the planet and moons retains the sector. If the planet and/or moons are contested (with neither player possessing the means to eliminate the other), than sector control is determined by random die roll (50/50), with the losing side's forces forced to retreat from the sector (honors of war being granted to the losing sides ground forces and/or bases in this specific situation).

Retreat Resolution: Resolve in the following order:

Retreat from where you came from on that turn's movement.

Retreat towards your closest base.

Retreat towards your starting Home World Sector.

Ships which retreat must attempt to retreat into a sector which contains either no units or only friendly units if possible.

If two sectors are equidistant, the owner player may elect to retreat according to his preference.

A fleet which is forced to retreat into an enemy occupied sector, may elect to retreat into the sector but is required to combat to the death in that sector if the enemy fleet itself does not retreat. Fleets can not "bing" back and forth between sectors in successive retreats in one turn. If there is already a combat taking place into the retreated sector; those new arriving units would not be available for combat resolution until round 2 of the new sector.

Determining Control of a Sector:

The Starting Home World is considered controlled at the start of the campaign for each player.

All other sectors at the start of the game are considered Neutral.

A neutral sector becomes controlled by an empire who is the last sole occupier of that sector at the end of a turn.

An enemy controlled sector becomes neutral after 1 turn of occupation.

Only controlled sectors generate BPV income on revenue collecting turns.

Major and Minor planetary control is defined by the above or by combat results above. Note that it is entirely possible that a defender of a Major or Minor planetary system will retain control of a system, yet the underlying BPV-producing infrastructure (Ag, mining or science stations etc... per the colonizing rules above) are destroyed in battle and until rebuilt, only the general "sector" BPV would be received.

Isolated Sectors and Supply Lines:

As mentioned earlier, to have expendables replaced, a ship must be able to trace a supply line free of enemy-controlled hexes to a friendly Base, Colony, or the Home system. A single linked pair of warp-gates

may be part of a supply line. Warp-gates used as a supply line must have remained linked throughout the preceding strategic movement phase. Supply is determined at the start of the Construction Phase. A Base cut off from supply to the Home System may replace consumables for itself and all ships which trace a supply line to it for three turns, then it runs out. A Base cut off from supply may only repair ships for three turns, then it loses that ability until a supply line is reestablished (it runs out of spare parts and supplies). A Colony cut off from supply to the Home System may replace consumables indefinitely. A cut-off Colony no longer contributes the economic BPV of its hex to the empire's broader economy for as long as it is cut off. It may use and accumulate the resources it generates to build Distributed Production items, repair damaged vessels, construct new ships, or convert ships if it has the appropriate infrastructure to perform those operations. A Base at a colony system is not itself considered cut off; it draws resources from the colony according to the BPV generated by the hex. *Safe Passage may be allowed for supply purposes.*

Isolated Ships and Supply Lines (Ship/Pod Cargo Supply Sources for cut-off ships):

Ships cut off from bases and supply lines may be resupplied from otherwise unused cargo boxes as follows:

Every 5 complete, otherwise unused and empty cargo boxes (in a freighter, cargo pod, transport, etc...) is equal to 1 ship/turn of supplies and consumables (drones, T-bombs, non-fighter shuttles, etc...). Each ship/turn of supplies is enough to supply one ship (of any type) for one turn in the same sector. As these supplies are used this must be recorded (the carrying ship must use some of the supplies on board). If a unit reestablishes a supply line, then the cargo is restored to its original level.

Example- A small Freighter is in a sector with a cruiser and three frigates and that sector is cut off. Onboard the freighter, 2 cargo boxes are carrying spare warp booster packs for fighters. That leaves 23 unused and empty cargo boxes- enough for 4 ships to be supplied. The player may choose which five of the ships (including the freighter itself) are supplied.

Transfer of BPV, ships and bases between empires:

Transfer of BPV or physical assets (ships, bases) requires that the players have sectors adjacent. For a BPV transfer, it simply happens via the logistics system and is deducted from the giving empire during the income phase of the turn. 90% of the BPV's thus transferred may only be used in the *following* turn's Construction phase.

Transfer of ships requires the actual ships to be moved to the recipient's hex. Transfer of a base or planet requires the originally owning player to retreat to a sector of their choice, and the recipient must move at least one ship into the sector to take physical possession of the planet or base.

Any ship or base transferred **MUST** be refitted per the existing "Refits and Captured Ships" rules before the transferred asset may be used in combat (they may move).

Clarification- If BPV are sent, there is a 1-turn delay in when they may be used by the receiving empire, and only 90% are utilized by the receiving empire to reflect the inherent inefficiencies of lend-lease.

EXAMPLE 1: The Hydrans send the Kzinti three Hussar class ships by moving them into a Kzinti occupied sector (which has no repair facilities). The Kzinti must move the three ships to a repair facility to refit the ships or move a repair facility (FRD, etc...) to the ships before they may be used in combat.

EXAMPLE 2: The ISC send the Kzinti 50 BPV during the income phase of Y177.3 The Kzinti may use 45 of those BPV's during the construction phase of Y177.4

Strategic Sequence of Play:

1. Movement

1. Record all moves (secret)
2. Roll initiative
3. Reveal all moves (simultaneous)
4. Reaction movement – in reverse initiative order (lowest roll first)
5. Scan – scouts get adjacent hex fleet Size classes⁴
6. Orion raid determination
7. Retreats – in initiative order (highest initiative first), players are made aware of the exact ships in opponents force before a retreat decision is made
8. Resolve combat – Highest Initiative chooses which battle to resolve first, if necessary.
9. Assume control of territories
10. Setup mobile bases
11. Deploy ground bases

2. Income (aside from transfers, only on Yx.3 and Yx.6 turns).

3. Construction

1. Repairs
2. Refits/conversions
3. New Construction
4. Base Upgrades

Andromedan idiosyncrasies. ⁵

Romulan/ Orion Cloak capabilities. ⁶

Orion Core & Raider Weapons Mount capabilities. ⁷

Rules Clarifications concerning:⁸⁹

Advanced Shuttles;

Orion Defenders & Orion Engine Repair (exclusively from doubling);

Commanders Option purchases & Warp Booster Pack availability;

Scuttling & demolition of ships, bases, infrastructure, planetary bases & facilities;

Movement (Transfer) of already constructed planetary bases;

Movement (Transfer) of already deployed fighters/PF's;

Mech-Link purchases and PF purchase requirement;

Fixed defenses in asteroid fields (Ground Bases & Planetary Defenses);

Weapons status for Battles.

Repair Asset characteristic table

Military Ground Base emplacement

Repair Assets

Repair asset	Campaign Repair assets	Repair boxes	BPV repair capacity	External docking points	Interior Docking Modules	Docking Points per module	Total interior Docking points	NOTES
Star Base	6	120	240	12	6	26	156	
Battle Station	3	75	150	6				
Sector Base	3	75	150	6				
Fleet Repair Docks	3	52	104	2	1	14	14	
Andro Battle Station	3	18	36	15				
Andro Construction Battle Station	3	12	24	15				
Base Station	2	30	60	3				
Construction Docks (empty ONLY)	2	20	40	2	1	14	14	
Andro Base Station	2	12	24	10				
Large repair freighter	1	20	40					
Repair pod- Fed, Gorn, ISC	1	12	24					
Repair pallet- Lyran;	1	12	24					
Romulan SPR	1	12	24					
Civilian Base Station	1	10	20	3				
Repair pallet- Hydran	1	10	20					
Repair pods- Kzin, Klingon	1	10	20					
Small repair freighter	1	10	20					
Repair Pack- Tholian	1	8	16					
Andro Satellite Base	1	6	12	6				
Base repair module	1	6	12					
Andro Repair Sled	1	6	12					
Repair skid	1	4	8					
Salvage Tug	1	3	6					
Construction skid	1	2	4					
Salvage skid, Recovery skid	1	1	2					
Civilian planetary Operations Bases	0	2	4					Skiff and workboat repair only
Mobile Base	0	0	0	4				
Systems Activity maintenance station	0	0	0	2				
Commercial platform, Communications relay Station	0	0	0	2				
Civilian planetary Operations Bases, Work boat skid, PF facilities, etc...	0		0					Repair of work boats, skiffs, PF's etc... only

Strategic Movement Impulse Chart

	Ship Speed Slow 1	Ship Speed Normal 2	Ship Speed Fast 3
IMPULSE 1			1
IMPULSE 2		1	
IMPULSE 3			2
IMPULSE 4	1	2	3

Strategic Scan/Intelligence Chart

	Forces not adjacent to friendly units	Forces adjacent to non-scout friendly units	Forces adjacent to scout-capable friendly units
Information Level for ships	Presence of ships	Number of ships	Number and size class of ships
Information Level for facilities, bases & infrastructure	Complete information	Complete information	Complete information
Information Level for pods moving through logistics system	No information	Presence of "logistics units" (pods)	Number of "logistics units" (pods)

¹ See above Strategic Movement Impulse Chart ↪ ↪

²LIST OF ELIGIBLE SURVEY SHIPS (from F&E 542.12+):

General: F-ES, F-EL

Federation: GSC, CVL, NSR, NSRV, COV, CVE & CLS

Klingon: D6E, D7E, EDW

Romulan: SPS, PE & KER

Kzinti: SR, SRV, NSR, NSV

Gorn: SR, SRV, HSR. HSRV, MSR, MSRV

Hydran: SR, SRV, SRG, PGR, PIC, PIV, PIG, MSR, MSRV

Lyrans: SR, NSR

Some Survey ships have other variants and survey ships may be converted to or from these other variants within the rules normally.

³ Pods moving through the logistics system are actually being transported notionally by simple freighters- If players wish they may choose to "fight" an engagement with such freighters....

⁴ See above Strategic Scan/Intelligence Chart ↪ ↪

⁵**RE: Andromedans.** Here is a bullet point summary of Andromedan adaptations to the campaign-

- Andromedan bases consists of a core module and two or three satellite bases. These are the same size as medium satellite ships. They will be treated as pods and travel at the one hex per turn rate using the logistics system. Alternately Base Modules can be carried internally by a mothership or towed by cargo ships. Any ship with a Tractor-Repulsor beam could put together an Andromedan base.
- Andromedan's do have sleds which are the size of and act as small satellite ships. Mine laying sleds work in a straightforward way. Repair sleds are accounted for in the repair system....
- Repair sleds: It counts as a single repair asset. A ship with a repair sled would have to remain stationary if it is to perform repairs on another vessel at the end of the strategic turn. In theory each ship could have some self-repair capability by replacing a satellite ship with a sled and then repair itself anytime it doesn't move to a new strategic hex.
- Andromedan's do not have any exploration ships. A mother ship carrying a scout satellite ship could count as a scout ship for purposes of surveying.
- Satellite ships may NOT move normally across the strategic map without being carried by a mother ship. The displacement device defines two hex strategic movement capability. However, ships unable to move strategically as independent entities may move via Warp Gate link if they have any ability to move at all on the tactical map (they just can't leave the Warp Gate strategic hex unless they use another such link or are picked up by a mother ship).
- Any Andromedan moving two hexes in a turn is considered to be using a displacement device. Only two of them may enter any hex, to abide by the limits on two displacement devices in use. Any number of ships can be in a hex that didn't move strategically that turn. Two ships could move into a hex that already contains ships that didn't move strategically.
- Satellite ships may move 1 strategic hex per turn through the logistics system and if engaged alone in combat on a turn of such movement, they are under the restrictions of D18.0. Satellite ships moving through the logistics system may only move through or into "friendly" sectors.
- Satellite ships may disengage without their mother ship or possibly escape if in the hangar when the mother ship goes down per rule G19.13. Satellite ships may strategically retreat one hex on their own if they tactically disengage/escape on their own, but that they may not move further on their own.
- Motherships may move 1 strategic hex normally without utilizing their displacement device.
- In regard to tactical use of displacement devices, per the rules, essentially only two ships can use displacement devices tactically with some very minor exceptions related to bases.
- **Tugs:** in lieu of two free fleet tugs that the other empires receive, the Andromedans get a free Conquistador (COQ) and a free Missionary (MIS). Both are empty- satellites, pods, etc... must be purchased although the base ships get 10% free commanders options.
- **Theatre Transports:** in lieu of two free theatre transports that the other empires receive, the Andromedans get a free King Snake (KIN) and a free Queen Snake (QNS). Both get 10% free commanders options.
- **Ground Bases:** There is a full selection of Andromedan "civilian" ground bases (ag station, mining station, etc...) that are 1-1 equivalents to the other empires. Andromedan colonies will have the Andromedan equivalents so the colonization table may be used without modification.
- A non-moving Andromedan mother ship possessing a repair box(es) may generate repair points equal to 2x the Damage Control rating. The Damage Control rating is restored to full capacity (if damaged in combat) before these points are generated. These points may be used for permanent repairs to systems on the mother ship or to satellite ships (not both). A mother ship may not move to a new sector, engage in combat, and effect repairs in a single strategic turn.

6RE: Romulan & Cloaked Orions. Here is a bullet point summary of adaptations to the campaign- All Romulan ships can use Cloaked Movement. Orion ships can use Cloaked Movement if they have cloaking devices.

- Cloaked Strategic Movement is only ONE hex, but cloaked movement cannot be reacted to unless the cloaked ships enter a hex containing units of another side.
- Cloaked Movement cannot be used by crippled ships nor may it be used in retreat or reaction movement.
- Cloaked Movement cannot be used to enter a hex containing units (other than bases and planets) friendly to the cloaked ships unless those units are also cloaked.
- If the hex contains both friendly bases and ships, the friendly ships must be cloaked for the new arrivals to gain the benefits of Cloaked Movement.
- Uncrippled ships with cloaking devices (Romulans and the Orion Mercenary Pirate ships so equipped) have the following options for combat-
 - A force consisting entirely of cloaked ships need only reveal their size class prior to the combat decision step; normal full transparent knowledge is provided to the opponent upon battle setup.
 - Cloaked ships can use the device offensively, but only if the entire Battle Force has cloaking devices. Roll two dice. If the result is five or less, the enemy player has a -2 DRM to determine weapons status, S4.2. If the result is eleven or twelve, something went wrong and the enemy gets a +2 DRM. Any other result is normal S4.2 roll.
 - Cloaked ships can avoid having to fight an approach battle if all attacking ships in the sector have cloaking devices.

7 • 2D6 to determine Clan for all ships in Orion squadron.

• Then, 3D10 per option mount in each ship to determine specific weapon in each option mount

	5	9	3, 11	2, 10	8, 12	7	4, 6
	Lion	Cluster	Star	Penz	Pharaoh	Hamilcar	Daven
Photon	001- 350		001- 050	001- 350	001- 350	001- 025	001- 050
Disruptor	351- 400	001- 238			351- 400	026- 397	051- 400
Plasma- S*			051- 275	351- 450	401- 450		
Plasma- G**			276- 450				
ESG***		239- 363				398- 412	
Hellbore****						413- 427	401- 430
Fusion						428- 440	431- 455
Drone- C	401-490	364- 581			451- 470	441- 602	456- 595
Phaser-1	491-670	582- 809	451- 630	451- 630	471- 650	603- 800	596- 790
Plasma- F			631- 790	631- 670	651-670		
Drone- G	671-810		791- 810	671- 810	671- 810	801- 810	791- 810
Phaser-3	811-820	810- 865	811- 845		811- 815	811- 858	811- 855
ADD	821- 900	866- 900	846- 855	811- 880	816- 890	859- 900	856- 900
Plasma- D			856- 900	881- 900	891-900		
PPD****	901- 925	901- 925	901- 925	901- 925	901- 925	901- 925	901- 925
Web Caster	926- 950	926- 950	926- 950	926- 950	926- 950	926- 950	926- 950
Phaser-G	951- 970	951- 970	951- 970	951- 970	951- 970	951- 970	951- 970
Mine Rack	971- 985	971- 985	971- 985	971- 985	971- 985	971- 985	971- 985
Special Sensor	986- 1000	986- 1000	986- 1000	986- 1000	986- 1000	986- 1000	986- 1000

* two adj centerline mounts, no size 4; (DEFAULT to Plasma F)

** two adj centerline mounts, no wing mounts; (DEFAULT to Plasma F)

*** two adj centerline mounts, no wing mounts; re-roll

**** no wing mounts, no size 4 (Hellbore: DEFAULT to Fusion; PPD: re-roll)

Disruptors: Size 3 = range 30; Size 4 = range 22

Any Orion ship with more than two drone racks (including drone racks not in option mounts) will have OAKDISC installed automatically. All Orion drones are Type-1, speed-32 regardless of era. Orion ships equipped with plasma torpedoes have Plasma Sabot and Carronade ability regardless of era.

8 Advanced shuttles- effective Y180.1 all Empire's (including Orion) shuttles are auto-upgraded to advanced versions of whatever they normally have.

Orion defenders in the Core/Enclave sectors (including raiders) get Warp Booster Packs for all fighters and shuttles automatically beginning Y180.1.

Commanders Options are purchased for individual ships and bases. They are NOT an empire-wide pool to be pulled from collectively. Commanders Options may be purchased and added to ships & bases during the construction step (only), and only if a ship is in supply.

For all other Empires (and Orion Mercenaries allied to empires), WBP must be purchased. If WBPs are purchased for fighters, they must be purchased for all of the fighters on that carrier or base. The extra sets of WBPs under (J5.42 & R1.46A) are then stored on that carrier or base. If WBPs are purchased for non-fighter shuttles, they may be purchased individually. The stockpile rule (J5.42 & R1.46A) refers to the number of warp packs that will be available if a player purchases them for his shuttles/fighters.

Scuttling/demolition of ships, bases, infrastructure, planetary bases and colonial facilities may only be initiated during the "Record all Moves" step. Otherwise as a result of movement, if a player does not want to abandon such facilities to the enemy, then he needs to fight a battle, following the standard game and scenario rules in respect to self destruction and evacuation of crew units per D5.51, etc... In the case of facilities, bases, infrastructure or defenses the invader will need to fight a battle against the defenses which remain if defending fleet units retreat. Alternatively, the original owner and the invader may ALWAYS negotiate a mutually acceptable solution. *This merely restates an earlier ruling.*

Movement (transfer) of already constructed Ground Bases. Ground bases are dismantled during Colonize/Emplace Ground Base step, then on the 3rd turn after dismantling the ground bases may be emplaced anywhere allowed by the logistics system (i.e., in supply) during the Colonize/Emplace Ground Base step. So for example, if dismantled on Y180.1 a ground base could be re-emplaced on Y180.4 during the colonize/emplace ground base step. *Yes- it would be quicker to just build new bases in a desired new location but it would also be economically less efficient. That is deliberate.*

Movement of (transfer) of already deployed fighters/PF's. Fighters and PF's (as well as interceptors) once deployed on a base or ship may be redeployed in three ways (only complete squadrons or basing units may be redeployed)-

1. Fighters/PF's may be transferred between bases and ships if they are in the same sector at the same time during movement.
2. Fighters/PF's may be ferried to a new base or ship up to two sectors away during the *Movement Step*. This "ferry movement" makes the squadron/flotilla ineligible for reaction in the immediately following reaction step and must be plotted like normal movement.
3. Fighters/PF's may be transferred long distances by removing them from the map to the fighter/PF "pool" during *Movement* step, then on the 3rd turn after removing the fighter/PF's they may be placed anywhere allowed by the logistics system (i.e., in supply) during the *Movement* step. So for example, if a PF Flotilla is removed from the map to the pool on Y180.1 that same flotilla could be re-based on Y180.4 during the *Movement* step.

- *Yes- it would be quicker to just build a new squadron or flotilla in a desired new location but it would also be economically less efficient. That is deliberate.*

⁹ **Mech-Link purchases and PF purchase requirement.** Per SFB rules, (R1.R1) page 19 in Captain's module K (PF's), "*A player cannot buy mech-links for his ships without buying PF's to go on them (one PF per mech-link).*" And as a further clarification, adding mech-links to existing ships is a refit and thus must be conducted at a Starbase, Sectorbase, Construction Dock or FRD.

Orion Engine Repair (exclusively from doubling). Orion ships may repair engine boxes equal to their damage control rating during the repairs phase of the strategic turn. This engine box damage may only from engine doubling. This capability is not allowed at all if the Orion ship has suffered any internal damage from any other causes in which case normal repair rules apply.

Fixed defenses in asteroid fields (Ground Bases & Planetary Defenses). There may be up to 6 ground defense bases per asteroid map, placed on large asteroids only. Each base may be no closer than 4 hexes to any another base. The large asteroid with science station generated by the colonization table is exempt from these restriction and may be placed anywhere.

Weapons status for Battles. Weapons status (S4.0) is rolled by both sides with applicable modifiers in all engagements not involving a colonial system, base, or home base planet system. In the case of a colony, base or home-base terrain, the system or base defender rolls for weapons status normally while the attacker is considered to be WS-III. Approach battles both random terrain and weapon status are rolled for

Military Planetary Base construction & Installation. Military ground bases (including Ground Warning Stations) are emplaced three turns after purchase. Upon purchase, the player must specify the destination of the bases. Upon the turn of emplacement, if the player no longer wishes to emplace the bases at that location they may remain in the logistics system. They then may be emplaced where desired after three more turns; destinations need not be specified for this.

Military ground bases may be emplaced one turn after purchase if there is a Tug in the destination hex and it remains there during the entire turn of emplacement.

Military ground bases may be emplaced ON the turn of purchase if the system is a major or minor colony and already has at least one military ground base already emplaced. No Tug is necessary.

Civilian colony bases may be emplaced on the turn of purchase. This includes Ground Power Stations.