

Star Fleet Battles: A New Beginning

BASIC RULES

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Welcome to the Star Fleet Universe, Admiral. We hope you enjoy your stay as Commander-in-Chief of a Galactic Empire. You have been selected because you have shown intelligence, initiative, courage under fire, and a willingness to accept responsibility.

In this game, you will assume command of the entire military force of one empire. You will be expected to manage finances, strategically position forces, protect your empire's assets, make military and diplomatic policy, and take charge in the tactical arena.

Your responsibility is to protect your homeland from dangers both foreign and domestic. To that end, you will be given resources, personnel, and authority. With them you will build ships, fleets, and a scientific corps. You are responsible for the well-being of everyone within your borders.

Good luck, Admiral.

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1 Introduction

1.1 The *Star Fleet Battles* Tactical Gaming System

Star Fleet Battles is a game of starships. Each player in the game will personally command one starship (or sometimes more) which he will use in various scenarios to perform assigned missions.

Star Fleet Battles is, at the same time, both complex in its mechanics and simple in its execution. Many things that sound difficult upon first reading the rules will become clear as the players attempt them. Starship captains undergo years of training for their jobs; don't expect to master this game in a day. But conversely, you need not concern yourself with the thousands of details faced by a starship captain, who spends over half his time on administrative problems (something that you, the game player, will not have to bother with).¹

You are expected to have at least a passing familiarity with *Star Fleet Battles*, inasmuch as you can pilot a ship of your assigned race, allocate energy and damage, and fire its weapons in a combat situation. More complicated systems and rules (such as EW and fighters) will be introduced as your race advances in technology.

1.2 Measurement Units and Terminology

Each race has its own system of measurement. For the convenience of the players (and the GM), all measurements will be with respect to the metric system of Earth. The terms month, year, decade, century, and so forth will be measured according to Earth time.

For those of you more familiar with *Star Fleet Battles*, the campaign begins in Y71 (Y1 being the year Earth developed non-tactical warp drive and encountered the Vulcans). Most technology is historically consistent with the *Star Fleet Battles* timeline (aside from a few GM-induced differences, so don't metagame).

The terms race, empire, power, and government are used interchangeably in these rules.

¹Excerpted from the *Star Fleet Battles Captain's Basic Rulebook*, p3.

2 Game Space

2.1 The Map

The strategic map represents all of the known (by player races) area within the Orion Arm of the Milky Way Galaxy, plus space beyond the Rim out to the Large Magellanic Cloud. “North” on the map is Coreward, and “South” is Rimward. It is divided up into 1983 hexagonal sectors in 31 columns of 33 plus 30 columns of 32. The map is not scientifically accurate, so please don’t complain that not all of this area actually borders the Rim (and the LMC is in reality much farther away). It is on this map that empires will take strategic action.

2.2 Terrain

Each sector may or may not have terrain effects (ie. Gravity Waves, Heat Zone, Asteroid Field, etc.). These effects extend to the boundaries of the sector, and any scenarios played out within that sector are under its terrain effects.

Terrain features have some restrictions. All movement restrictions are applied as the ship tries to leave the sector. If exit is randomized, you may spend one extra movement point to insure exit in the proper direction.

Nebulas: +1 to strategic movement cost, no detection, ship may exit the sector in an unexpected direction.

Asteroid Fields: +1 to strategic movement cost, -1 to the detection range of the ship.

Dust Cloud/Heat Zone/Radiation Zone: -1 to the detection range of the ship.

Ion Storm: +2 to strategic movement cost, no detection, ship may exit the sector in an unexpected direction, ship may take damage.

[Super]nova: Ummm... it would be better if you didn’t try to enter this sector.

2.3 Planets

Planets come in a variety of sizes, ranging from small rocky worlds to gigantic gas giants. Some can support life, others are good only for mining of resources.

Planetoid Type	Status	Uses
Inner Planet	N/A	Mining (EP)
Biozone Planet	Uninhabited	Supplies Production, Colony
Biozone Planet	Populated	Supplies Production
Biozone Planet	Major Planet	Taxes (EP), Shipyard
Asteroid	Rocky	Listening Post
Asteroid	Dilithium	Mining (Dilithium)
Gas Giant	N/A	N/A
Outer Planet / Moon	Rocky	Listening Post

Units inside a system are -1 to their detection. Hence, a base inside a system will see only the sector it is in. Units placed on an outer planet are not subject to this. A listening post is a warning station or SAM set up at an outer planet. They will see the sector they are in and the six surrounding sectors.

2.4 Territory

An empire’s territory will be marked as such if contact has been made. It is possible for two empires to claim a particular sector without realizing it, if they have not made formal contact. Neutral Zones (if formed by treaty) will

also be shown.

3 Resource Management

As part of your duties as Commander in Chief, you must learn how to manage your empire's resources. In game terms, these resources consist of Economic Points, Dilithium Crystals, and Personnel.

Your empire's Capital Planet will produce a certain amount of all but Dilithium each turn. Any more must be produced in another fashion.

3.1 Economic Points

Economic Points, or EP, are the currency on which your empire runs. They are produced at Mining Stations on the inner worlds of a normal starsystem, and on Major Planets in the form of taxes. Some Class M (or Earthlike) planets may also be suitable for mining. Each Mining Station produces 5EP per "Works" box on the SSD per turn, up to the world's maximum. 1EP takes up 25 points of cargo where applicable.

Mining bases may not be placed in adjacent hex-sides of a planet, and only one may be placed per hex-side. This limits standard mining planets to a maximum of three mining stations, and 120EP per turn (as noted on the planetary stats list). Larger planets may be found, but are rare. Most planets are on the order of 80EP maximum per turn.

Agro stations on a colony world produce 2EP per turn. There may be a maximum of three Agro stations on any colony planet.

Once transported to a Major Planet or permanent base within your territory, they are added to your treasury and may be used to build ships, stations, and colonies. If the EP are to be used as payment to another empire, they may simply be shipped to a Major Planet or base of theirs, at which point they will be added to that empire's treasury.

3.2 Dilithium Crystals

Dilithium is a precious crystal used in tactical warp drives. It is semi-permeable to both deuterium and anti-deuterium, and provides a natural chamber for a controlled matter-antimatter reaction, focusing the energy so it can be harnessed and used for power.

Dilithium is found in asteroids and moons, and can be mined by placing Mining Stations on those moons which are found to contain it, or Prospecting Platforms and Freighters in similar asteroid belts. It is extremely valuable, and each crystal *must* be kept track of. They are usually kept in storage on planets with Shipyards, and take up one full cargo box each (regardless of size) due to protective packaging.

Each prospecting freighter in an asteroid belt will produce Dilithium crystals each turn, to a maximum of three freighters. It will be stored in the freighter's hold until retrieved. Each small prospecting platform will add one to the output of one freighter (not cumulative).

The current production values are:

Small Prospecting Freighter	(F-PS)	1 Crystal
Large Prospecting Freighter	(F-PL)	2 Crystals
Large Ore Processing Ship	(F-OL)	4 Crystals

Ships may be built without Dilithium, but their warp engines will be non-functional until supplied with Dilithium.

3.3 Personnel

Personnel are people who have been recruited and trained to perform the many functions required to run your empire's facilities. They are produced in the form of Crew Units on populated planets and colonies.

Marines are produced by Military Garrisons designated for training. Each Small Military Garrison decreases planetary Crew Unit production by 10 and produces 10 Marine Units, who may be used as Marines or Boarding Parties (in game terms, they are functionally identical).

Being intelligent creatures, they will find their own way to your permanent bases and Major Planets, and so can be used as soon as they are produced. Your empire will have a Personnel Treasury from which you may draw Crew Units and Marines.

Unit Personnel Requirements²:

Ships:	Crew and Marines Required
Bases (including SAMS, CPL, CPP):	Crew and Marines Required
Construction Docks and FRDs:	Marines Required (Crew is free)
Freighters:	Marines Required (Crew is free)
Fighters:	Green Pilots and Deck Crews are free
Interceptors and PFs:	Crew and Marines Required (Crew becomes PF Crew permanently)
Ground Bases:	Crew and Marines Required
Ground Bases on Major Planets:	Marines Required (Crew is free)

²When you need to provide a unit for a mechanic (ie. Colony growth above X, Police ships), Crew need not be allocated. This overrides any previous rules as such.

4 Logistics

4.1 Supply Logistics

Ships are in constant need of certain items. Small replacement parts, food and clothing for the crew, and fuel for certain systems are only a few labelled under Supplies.

Supply is determined at the end of each turn by Zone of Control (ZoC) of the units involved. Units are considered to be “within ZoC” if their Zones of Control overlap by at least one sector. Zones of Control radii are as follows:

Ship:	0 Sectors (ie. the sector it's in)
Major Planet w/ Agro Station:	0 Sectors
Mobile Base:	1 Sector
YBS:	2 Sectors
YDK:	3 Sectors
Base Station:	2 Sectors
Battle Station:	2 Sectors
Starbase:	3 Sectors
X-Base:	+1 Sector from standard

Any ship within ZoC of a supplied friendly base is in supply. Bases must be in a supply chain starting from a Major Planet in order to supply ships, but will not become Unsupplied themselves except in the case of a blockade. Major Planets are always in supply.

All ships have built-in storage for one turn's worth of Supplies. This is used up if the ship ends a turn out of ZoC of any friendly supply units. The ship must END the next turn within ZoC of a supply unit, or it will become Unsupplied.

Cargo boxes filled with Supplies may be used to extend the range of a ship or fleet. Units may stock up for free whenever they end a turn within supply. Each Size Class 4 unit consumes 50 cargo points of Supplies each turn. SC-3 units consume 100, and SC-2 units consume 150. Battleships consume 200. Remember that a standard Cargo box holds 50 cargo spaces, so a moderate fleet can be supplied by a single small freighter or two specialized freighters.

Freighters do not consume any Supplies, as usual.

Restocking of consumables such as drones, t-bombs, and plasma-D canisters will normally still require stopping at a base.

If a ship becomes Unsupplied, it suffers certain penalties. The crew quality temporarily goes down one level (from Outstanding to Normal, or from Normal to Poor). Each box on the Damage Control Track is halved. Costs for shields and life support are doubled, and every fifth Warp box is non-functional. All penalties are nullified once the ship is resupplied. If a ship with a Normal crew is Unsupplied for three or more full turns, its crew permanently becomes Poor. The presence of a Legendary command-level officer (Captain, Admiral, Engineer, or Marine Major) on such a ship may roll 1d6 on the following table in an attempt to prevent this.

Die Roll	Effect
1	Success. Crew will return to Normal at resupply.
2 – 4	Temporarily averted; roll again next turn.
5 – 6	Attempt fails. Crew becomes Poor permanently.

Ships may be decommissioned and mothballed. A mothballed ship has no maintenance costs, but does take up space. Simply move the ship to a suitable place, such as a base with internal docking or (if the ship can land) a friendly planet. All the Personnel, Supplies, and Dilithium may be removed for use in other ships. To recommission a mothballed ship, it costs 25EP and you must fully restock it. The ship will be fully functional at the end of the turn.

Pods do not need mothballing. They are considered active when in use, and inactive when not (or attached to a permanent base). Inactive pods require no Supplies, but use their full amount on any turn they are active for even a small part.

Permanent bases, Construction Docks, and ground stations do not require Supplies. It is assumed that they provide for themselves either by gathering from their planet or by docking and maintenance fees from civilians. FRDs at a permanent base or Shipyard are considered part of that shipyard, but consume their full amount on any turn they spend time away from a base or Shipyard.

4.2 Ammunition Logistics

Standard ammunition is defined as:

Type	Cost	Spaces
Plasma-D Canister	0.5EP	1
Type-I Drone	1EP	1
Type-II Drone	1.25EP	1
Type-III Drone	2EP	1
Type-IV Drone	2EP	2
Type-V Drone	2.5EP	2
Type-VI Drone	0.5EP	1/2
Anti-Drone	0.25EP	1/2
Transporter Bomb	1EP	1
Speed-20 Propulsion	+0.5EP	Per Drone Space
Speed-32 Propulsion	+1EP	Per Drone Space
Standard Shuttle	1EP	

Be aware that only Type-E, Type-G, and ADD Racks may hold Type-VI drones, and only the latter two may hold anti-drones. Also, Anti-Drones need only be paid for if they are in a purchased load. Those in an ADD Rack or in the final reload of a Type-G Rack are included with the rack itself and are replenished whenever the ship restocks.

All drone-using bases (ground- and space-based) include a full set of Type-I Slow drones (and/or Type-IV Slow drones if Double Warheads has been researched) and appropriate reloads. As their stores dwindle, they may purchase replacement drones individually at full cost. These replacement drones do not need to be shipped to the base.

Drone-using ships must purchase their first load of standard drones at full price. This must be a legal drone load for the launchers on the ship. Reloads identical to the first load come free. Whenever the ship is restocked by a base or major planet, all expended drones are replaced on a one-for-one basis at no cost.

Type-I and Type-IV drones may be swapped for each other (2 Type-Is for 1 Type-IV) at no cost during resupply. Type-II and Type-V may follow the same procedure.

Carriers and fighter bases/modules may each hold a certain number of drones for their fighters. This is listed either on the Master Ship Chart or in their ship descriptions (or both), and may be free storage or it may use Cargo boxes. These drones are purchased, handled, and restocked in the same manner as if they belonged to the ship or base and remain with the unit even if all fighters are transferred off. Note that there are no “reloads” for this drone storage, so each drone must be selected individually. As such, carrier-stored explosive drones for fighters may be purchased at half-price. Type-D plasma canisters for fighters also follow these rules.

As technology progresses, drone speeds increase. You may upgrade your drone-armed ships and bases by purchasing individual drones (or as a single new load) at full price.

Special drones (any drone without explosive modules or containing any non-explosive, non-armour modules) are purchased apart from drone loads, and are then assigned to their units. They replace an appropriate number of spaces of drones either in the racks or in the reloads, or may be stored in Cargo boxes. When the ship restocks its drones, expended special drones are replaced with the drones originally in their space (if any).

Ships purchasing Type-IIIXX (long-range bombardment) drones pay full value for the first load every time the drones are restocked. To calculate this, divide all drones that need replacing by the number of loads, multiply by the cost of a

single Type-IIIXX drone at the desired speed, and round up.

T-bomb racks on W- and Y-era ships cost 4EP per space installed, and replacements are free when the ship restocks. Middle Years ships and later (including Y-era national guard upgrades) include a full load of t-bombs in their purchase price, and replacements are 1EP per mine when the ship restocks. Dummy t-bombs are always free, but a ship may not restock more dummies than it has real t-bombs.

Ammunition on ships may be replaced by freighter. The cargo holds must be modified to hold them, however, as parts of them are very fragile. This costs 1EP for every 10 cargo points transported this way (round up), and must be paid each time consumables are loaded onto the freighter. The number and type of ammunition must be specified, down to the type and size of drones. These consumables may only be used to replace expended ordinance on a one-for-one basis (ie. a ship reloaded this way may not end up with a different load than its purchased load). Exception: different drones may be purchased at full price and loaded on ships this way, using the same rules as special drones. All resupply is immediate in game time unless a scenario begins specifically during the resupply process.

5 The Strategic Turn

One turn encompasses approximately 6 months of game-time. Each turn proceeds thusly:

5.1 Information and News

Basic news, espionage reports, and general status will be presented. Civil Unrest level will be listed, as well as any related events.

5.2 Resource Production

All production facilities produce the resources they were designed to.

5.3 Personnel Allocation

Allocate Personnel to bases and Major Planets. They may be picked up by starships from there.

5.4 Begin Construction

Allocate EP and Dilithium Crystals for construction of military units. The Shipyard and Construction Dock must be specified.

5.5 Fleet Commands

Assign missions and give orders to fleet elements. This includes allocating freighters for transporting cargo and recommissioning mothballed ships.

5.6 Movement and Activity Phase

Fleet elements carry out orders simultaneously with those of other empires. Contact may occur, as well as battles. Units scheduled to become Unsupplied do so at the end of this phase.

5.7 Complete Construction

Units scheduled for completion are finished, and recommissioned ships are activated. Their full load of Crew Units, Boarding Parties, and Dilithium are deducted from the appropriate Treasuries.

6 Construction

As time passes, you will undoubtedly want to build more units. Units take time and money to build, however. The Economic Point Value of a military unit is usually the same as its BPV (shown on the SSD). On occasion, there may be two values separated by a slash. In this case, the first number is the unit's EPV. The Dilithium required for the engines of a warp-powered vessel is listed here:

Hull	Dilithium
W-anything	0
YFF/YDD	1
YCL/YCA	2
YDN/YBB	3
FF	1
DD	2
CL	3
CA	4
BC	5
SHC	6
DN	7
BB	8

Variants on hulls require the same amount as a normal hull. Note that several races have CAs that are can be upgraded to a BC (or DD to CL, etc.). These upgrades will require the difference in dilithium costs.

Ships must be built in a facility designed for shipbuilding. Any Major Planet has the facilities for a Shipyard except for the Construction Docks. Each unit which can serve as a Construction Dock will have a listed capacity, and may only be built at a Major Planet (*exception*: YDKs may be built anywhere Starbases may, but those away from a Major Planet may not serve as Construction Docks).

Construction Docks may be specialized to build W-era or Y-era ships for $\frac{100EP}{N}$ where N is the largest size class the (non-specialized) Dock can build. Once specialized for a particular unit the dock may not build any other hull type, but ships of that hull type take one less turn to complete at that dock (minimum one turn). Some units (like fighters, PFs, and Ground Bases) require a specialized Dock, and so don't get any time bonus.

Construction Docks may only build a single unit at a time. Large docks may build ships of size class 2 and smaller, medium docks may build size class 3 and smaller, and small docks may build size class 4 and smaller. Specialized docks for ground bases, fighters, and PFs are exceptions:

Dock	Construction
Small	1 ground base (any size) -or- 6 PFs/INTs -or- 12 fighters
Medium	2 small ground bases -or- 9 PFs/INTs -or- 18 fighters
Large	3 small ground bases -or- 12 PFs/INTs -or- 24 fighters

1 medium ground base may be substituted for any two small ground bases. Note that specializations are unique, so a dock may not be used for both PFs and fighters, or fighters and bases (and so forth). Only one construction dock may be placed on each hex-side of a planet.

Mobile Bases may be built in standard construction docks or in docks specialised for ground bases. They may be built as a single Size Class 3 unit, or two Size Class 4 units. As an exception to the standard rules, large docks may build both SC4 sections simultaneously. For example, it will take two small docks one turn to build both sections, one medium dock two turns, and one large dock one turn.

Construction times differ according to the size of the unit.

Unit Type	Construction Time
Battleship	4 Turns
Size Class 2	3 Turns
Size Class 3	2 Turns
Size Class 4	1 Turn
Size Class 5	1 Turn

6.1 Ships

Once a ship has completed its final turn of construction and has filled its crew complement, it is ready for use. Drone-armed ships must purchase their first complement of drones, and all ships the racks for their T-bombs. Administrative shuttles are included in the price of the ship, but cost 1EP to replace (Y-era versions are free for W-era and Y-era ships). Anti-drones, PPTs, and other consumables are free of charge.

Freighters are special. Standard freighters may be built on any Populated or Major Planet, and do not require Crew Units or Dilithium (they use industrially produced Dilithium crystals not suitable for starships). Specialized freighters must be built on a Major Planet, but are still exempt from Crew and Dilithium requirements. There are plenty of hopeful freighter captains and crews currently without a ship.³ Boarding Parties assigned to freighters are still subtracted from your Marines treasury. Of course a freighter may always be built in any unit which may build a warship, except for specialized docks.

6.2 Permanent Bases

Unlike ships, which are built in one place and immediately go into service, permanent bases begin their lives as Mobile Bases. They are ferried by tug to their final location, and the positional stabilizers are activated. Over the years, they may be upgraded to Base Stations, Battle Stations, and eventually Starbases.

Each upgrade from a Mobile Base to a Y-era base (and on) requires at least one Fleet Repair Dock (or an equivalent number of Repair boxes) or a Tug and costs the EPV of the YBS. Upgrading from a YBS to a YDK requires an FRD or a Tug and costs twice the EPV difference between the YBS and the YDK.

Each upgrade from a Mobile Base to a Middle Years base (and on) requires a Tug and twice the difference in EPV.

Bases at a major planet may be upgraded without the need for a Tug or FRD. The planet is considered to have the necessary facilities for such an activity.

Unit	EP Cost	Upgrade Time
Mobile Base Construction	MB EPV	2 Turns
Mobile Base to Early Base Station	YBS EPV	1 Turn
Early Base Station to Spacedock	2xEPV Difference	2 Turns
Mobile Base to Base Station	2xEPV Difference	1 Turn
Base Station to Battle Station	2xEPV Difference	1 Turn
Battle Station to Starbase	500EP	3 Turns
Middle Years Base to X-Base	2xEPV Difference	1 Turn

While the upgrade is in progress, the section undergoing upgrade at the time of an attack will be non-functional.

³Auxiliaries do not count as freighters. They may be converted from existing military-owned freighters, but the crew does not transfer.

6.3 Ground Bases

Ground Bases may be built at any shipyard (at a specialized Construction Dock) and then transported by freighter or tug to their destination. Or, they may be built on site by a Large Repair Freighter (or two small) if the required EP are transported there. If built on site, they take one extra turn to complete. Ground bases on Major planets and homeworlds may be built in place for the standard amount and time, but may never be moved from that location. They may be demolished.

Each planetary hex facing has room for 4 ground bases. Of these 4 bases only 2 of them may be Ground Combat Bases— all heavy weapons bases and Phaser-4 bases fit into this category. Major worlds may have 1 Ph-4 base per hex side. Populated worlds may have 1 Ph-4 base on every other hex side. Only populated and major worlds may have Ph-4 bases. All other worlds may have 2 GCBs per hex side and 2 other bases which may include Ph-1 bases, drone defense bases, fighter bases, drone bases, power stations, and the like.

Ground bases armed with only Ph-3s may use the HardToSee attribute. Ground bases with weapons other than Ph-3s may not. Fighter or PF capability counts as a weapon, and a Special Sensor counts as a weapon, but a single Ph-G counts as a Ph-3 for this purpose. Any ship that can see into a sector containing an armed ground base will know that there is a ground base there, but not on which planet it is. The exception is Ground Warning Stations (GWSs) on outer planets. They may use the HardToSee attribute in the script.

6.4 Space Stations

Small space-based bases (such as SAMs, Prospecting Platforms, and CPLs) may be constructed in the same manner as a mobile base. They are the size of and shape of one mobile base section, and may use all of the mobile base special construction rules (ie. two may be built in a large dock).

Spaceborne bases may not hide. Their positional stabilizers cause a bunching of spacetime that can be seen easily. Even those in orbit of planets cause this. The exception is System Activity Maintenance Stations (SAMSs) in empty sectors. They may use the HardToSee attribute in the script.

Any base smaller than a Starbase/YDK in a nebula may use the HardToSee attribute (ground and space). Any base smaller than a BATS in an asteroid field may use the HardToSee attribute (ground and space).

7 Maintenance

Ships and fleets require constant maintenance. For the most part this is handled by the Logistics rules above, and all of the in-scenario repair rules are useable during each scenario at no cost. After combat, however, all boxes destroyed at least once are marked destroyed, even if they were repaired during the scenario. Those repairs are *always* considered temporary.

Here is a list of which units may perform which functions:

Repairs: any unit with Repair boxes

Refits: Construction Dock, YDK, Starbase, FRD

Overhauls: Construction Dock, YDK, Starbase, FRD

Conversions: Construction Dock, FRD (at a Shipyard or Starbase)

Y-Base Upgrade: 2 small Repair Freighters (or one large), Tug

Base Upgrade: Tug

FRD Movement: Tug

Races without a formal Tug will be given alternative rules based on their own ships. They may also purchase or capture Tugs from other races.

Overhauls and Conversions take up the entire dock or base section. Repair units performing repairs and refits may fit as many units as stated in the SFB rules.

7.1 Repairs

Each unit has the capability to perform a limited number of repairs on itself between strategic impulses. The procedure is as follows:

If the ship is crippled, it will require an overhaul to repair (and new Dilithium). Otherwise, use the campaign repair rules in (D9.4), ignoring any mention of (D9.7) and (D14.0). Also, do not repair Hull damage in (D9.41). A ship may repair up to 10 repair points worth of systems each strategic impulse on itself. The cost of repair of each system can be found in the rulebook.

If your ship is completely repaired before (D9.4) is used up, record the number of repairs left over. These will be used the next time your ship is damaged instead of calculating based on DamCon. If your ship is not completely repaired, it must dock with a repair unit for ANY more campaign repairs to be performed on it.

Ships with repair systems may repair other ships. Each Repair box may produce 1 repair point every strategic impulse. This costs 1EP for every 10 points generated. Calculate for your entire fleet that impulse, and round up. These points may be used to repair the generating unit or another unit docked to that unit. Repair systems linked to specific docking points (base sections, mech-links, etc.) may only repair units docked at those points. Each section or docking point may perform repairs on a single unit per strategic impulse.

You may also re-enable your ship to perform self-repairs when docked to a repair unit. This costs 5x the maximum Damage Control rating in EP, and takes one full impulse. It must be paid all at once. This may be done only once per strategic turn. Note that it is much cheaper to repair most damage at starbases, and use self-repair for minor and/or emergency repairs.

A ship that has dropped its warp engines requires a Construction Dock or YDK, and pays 1EP for each Warp box on the engines that were dropped. Ships which have separated sections can be reconnected by any permanent base, FRD, or Construction Dock. Ships which have lost their separated sections must have new ones constructed as per the ship construction rules.

7.2 Refits

Refits can be done at a Spacedock, Starbase, Construction Dock, or Fleet Repair Dock. They take one full turn, and several may be performed simultaneously. Each refit costs double its value in EP. A ship may be built with one or more refits pre-installed. In this case, each refit is considered part of the construction and its value is simply added to the cost of the vessel.

7.3 Overhauls

An overhaul is a complete repair, and can only be performed at a Construction Dock. Every damaged system is removed and replaced with new components, and the hull is fully refurbished. The vessel emerges as if it were brand new. As you can imagine, this is fairly expensive. It costs $\frac{1}{2}$ the cost of the ship and its refits to overhaul and takes half the time normally required to build such a unit (no rounding, max of one turn). New refits may be applied during the overhaul. Simply add the value of the refit to the cost of the overhaul, and the procedures are done simultaneously.

Ships missing sections or warp engines in addition to being crippled must have those sections rebuilt as per the Repair rules, plus an overhaul. However, the overhaul cost is reduced to $\frac{1}{2}$ the cost of the surviving section.

An overhaul performed in an FRD away from a shipyard incurs an extra cost of 10EP.

7.4 Conversions

Ships may also be converted to their variant classes during construction or an overhaul. If done during construction or an overhaul, a conversion costs $\frac{1}{4}$ the cost of the original ship, plus the difference in EPV. A ship may begin construction as a variant for no extra cost.

Ships may be scrapped at construction facilities for a portion of their value. A fully operational ship may be scrapped by its builder for 40% of its value. A crippled vessel may be scrapped by its builder for 20%. Another race may scrap a salvaged or purchased vessel for 20%; 10% if it is crippled. For a ship that has dropped its warp engines but is not crippled, subtract 1EP from its base value for each Warp box lost. Dilithium may be recovered from non-crippled ships. If you would like to remove undestroyed weapons (for use, sale, research, etc.) from a ship before scrapping, talk to the GM.

8 Internal Affairs

8.1 Exploration

As ships move through strategic sectors, they automatically record and report the basic terrain. To determine specifics like star type and planetary info, ships must perform surveys. Ships may spend one strategic movement point in a sector to perform a basic survey. Basic surveys reveal the number of stars and whether they have planets. They also indicate the presence of permanent bases.

Normal vessels must spend two strategic movement points in a sector to do a full survey. A full survey reveals the number of stars and planetoids and their type. It will also reveal the presence of outposts, bases, and ground stations.

Systems planets are organised like this: A/B/C/D

- A: #Inner (mining) planets
- B: #Biozone planets
- C: #Gas giants
- D: #Outer planets

An asterisk (*) denotes the presence of an asteroid belt in that part of the system. For example, 2/1/5/3 has no asteroid belt, while 1/3/*/4/1 has an asteroid belt between the biozone planets and gas giants.

Survey cruisers (designated as such in their descriptions) need only spend one movement point for a full survey, and may perform a basic survey simply by passing through the sector. In addition, survey cruisers may gather basic terrain info on a sector by passing through an adjacent sector.

A full survey of a sector will reveal the number and type of worlds, but it won't reveal the actual production or colonization values of those worlds. For example, Sol has three biozone worlds— Venus, Earth, and Mars. Earth can be colonized right away, Mars would require minor terraforming, and Venus would require extensive terraforming for a colony to survive.

Any ship with special sensors may spend one turn in a starsystem to catalogue all of its planets and asteroid belt. For each possibly useful body, you will be informed of how it can be used.

8.2 Colonies

When one of your ships discovers a colonizable world, you have two choices. You may set up and fund a colony on that world or declare it Suitable for Colonization. If you choose not to set up a colony yourself, there is a chance that your citizens may set up their own colony. A civilian colony will take longer to start production of Personnel and Supplies, but it costs you nothing.

A military-funded colony requires an Agro Station and the equivalent of three Small Exploration Freighters in cargo and special sensors. The colonists will provide crew for the freighters (if used) and Agro Station. They may start from any of your Major Planets.

You also need to fund the planet's terraforming (if needed). It costs 25EP for each turn of terraforming required, paid up front, and the colonists will terraform the planet for you once they reach it. Civilian colonies will take care of the cost as well as the actual process, but will not spend more than one turn terraforming. If you wish to terraform a planet without a colony, it takes a Survey Cruiser and an Agro Station.

Once the planet is terraformed, the Agro Station begins production for the colony. 1 Agro Station will allow a colony to increase in population every 3 turns. A colony with 2 Agro Stations will increase every 2 turns. A colony with 3 Agro Stations will increase every turn. Colonies start at a population of 1, and the increase follows a Fibonacci series.⁴ You may build up to 3 Agro stations on a planet.

Agro Stations on major or populated planets may be assigned to support a colony for this purpose. An Agro Station

⁴Fibonacci Series: 0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 ...

used in this way must be assigned to support a specific colony, and produces no EP. In addition, a small freighter (or equivalent cargo capacity) must be stationed at the colony for each such Agro Station.

At a population of 13, a colony begins to require outside trade for further growth. A Commercial Platform and a Free Trader will allow the colony to resume expansion. A Free Trader is a small cargo ship, generally operated by wealthy corporations or growing colonies. It costs 70EP, and may be built the same way as a freighter. In rare cases, a colony may be rich enough to afford these on its own.

8.3 Populated and Major Planets

If a colony's population surpasses 30, it becomes a Populated world. Population is ignored at this point, and the Agro Station begins producing for your empire. Populated worlds in your empire are considered protectorates. They pay no taxes, but your empire is allowed to use them for many purposes. They produce 10 Crew each turn.

Major Planets are Populated worlds that have full voting membership in your empire. They produce EP (from taxes) in addition to any Personnel and Supplies. Planetary defense systems may be put into place. You may also build construction facilities on or in orbit of Major Planets.

Each Major planet (and capital) has one Small Scientific Outpost Station. It may be funded like any other. Major planets (in general) produce 25EP, 25 Crew, and 25 Marines each turn. Homeworlds produce 50EP, 100 Crew, and 25 Marines. Secondary homeworlds are all different, are considered Major planets for all purposes, and produce whatever is on the chart.

Populated worlds may be converted into Major Planets. They must have spent at least five turns as a Populated world before conversion.⁵ It costs 500EP and 2 turns to build the government (and Shipyard) facilities required.

8.4 Technology Advancement

In order to advance your technology, you must fund scientific research. You may get a jumpstart on a particular piece of technology if you have several examples to study, but for the most part technology advancements may not be traded. Scientific Outposts may be built on any colonized world with a population greater than 20 (this includes Populated worlds and Major Planets). Each Scientific Outpost costs 6EP in funding every year for any progress to be made. For each Outpost that is funded, your empire will receive one Research Point from each undestroyed Lab box on its SSD.

When funding is allocated, the type of research (ie. which tech tree) to be conducted must be specified. All RP from that Outpost this turn will go toward the selected tech tree. The only exceptions are Science Modules on bases. They operate at 1EP per Lab box, and generate 1dX RP (where X is the number of funded Lab boxes not destroyed during the turn), which may be allocated freely and individually. They may, however not be used for any other purpose while funded in this manner.

You may also allocate funding towards Starship Design. In this case, each undestroyed Lab box produces 2RP (1RP per box for Science Modules) in General Starship Design. This eventually results in blueprints for more advanced ships, starting (for most races) with the Heavy Cruiser designs that most other classes are based on, and continuing to your choice of Light Cruiser, Destroyer, Frigate, Fleet Tug, or Dreadnought. Battleships are based on enlarged Dreadnought hulls, so you must have a Dreadnought prototyped before development can begin on a Battleship.

New designs must be prototyped before they can go into full production. A prototype takes one extra turn to complete, and costs 1.5 times its normal cost. This reflects the fine tuning and working out of bugs, and results in a ship identical to a production model. Production models may begin before the prototype is finished, but may not be completed until one turn after the prototype is completed.

Bases and pods are exempt from all prototyping, but not design rules. Variants on an existing hull require 15RP in Starship Design and do not require prototyping (assuming that the basic design has already been prototyped).

⁵Initial planets are considered to have fulfilled this requirement.

8.5 Police

At some point, you may wish to set up a domestic police force. Doing so will reduce the cost of protecting convoys and decrease the number of random pirate attacks on your shipping lanes. A police force also has limited function as an early warning system, and allied fleets in your space will be escorted automatically.

To set up a police force, you must first allocate at least 10 Research Points toward Crime Prevention. When this is complete, your scientists will have decided on an appropriate hull for use as a police cruiser. If this hull is already in service, you may immediately begin researching blueprints for the police cruiser. If it isn't, your Crime Prevention research automatically generates 5RP toward its development. The police cruiser is considered a variant on that hull, and is developed under the variant rules.

Once you have the police cruiser design, you must build 5, and assign a Construction Dock (any size) to the police force. These units will be under automatic control, and the dock will be modified to produce only police cruisers. From here on, the police force will take care of itself in all respects, and will be fully functional in two turns.

9 Political Activities

9.1 Treaties

There is no set template for treaties. If you make a treaty with another empire, you should write it up in triplicate and have both parties sign it. A witness is not required, but is recommended. One copy goes to each party, and one goes to the GM. Multiple-way treaties may be signed; everyone directly involved must sign, and all (plus the GM) get copies. Signing empires are politically “required” to abide by their treaties, but are not required to by the GM. Trust at your own risk.

Some standard examples of things listed in treaties:

- Formalization of borders.
- Exchange of ambassadors.⁶
- Establishment and specifics of Neutral Zones between empires.
- Alliances.
- Allowance of a limited number of foreign military vessels in domestic space during peacetime as a show of good faith.
- Outlawing of certain weapons (rare).⁷
- Exchange of examples of technology.
- Establishment of Trade Agreements.

9.2 Alliances

Allying your empire to another is a major commitment. Most specifics are up to the players, but a few are set:

- You agree to break off Trade Agreements with other empires if/when they are at war with your ally.
- Your ally’s military forces may freely pass through your space with escort, and their police forces may pursue pirates and criminals across their borders into your space.
- Your ally’s military forces may use your bases for resupply purposes. Reimbursement policies for the Supplies used should be specified in the treaty, but may be altered from situation to situation at the agreement of both parties.

9.3 Trade Agreements

Trade Agreements require allowance by treaty before they may be established. They take time to grow, but can be quite profitable once mature. Only one Trade Agreement may be established between two powers at a time, and it may be cancelled at any time by either party. If war is declared, any trade agreement between two hostile empires is ended.

Once a Trade Agreement is established, trade routes must be specified (from one empire’s Major Planet to the other’s). Most of the trade produced by an Agreement is handled by civilians, so protection of the trade routes is recommended. Ships may be assigned to protect a certain trade route, and will be handled (strategically) by the GM for the benefit of trade. Police forces also have a noticeable effect on protection.

⁶Does not require a treaty, but is often included.

⁷Historically, the Second Treaty of Algernon outlawed Romulan plasma torpedoes and Federation cloaking devices.

Trade Agreements benefit both empires. The amount of revenue gained by each via taxes and tariffs follows a Fibonacci series,⁸ with no revenue the first turn, 1EP the second and third, and so forth. Trade maxes out at 80 each between allied empires, and 60 between non-allied. A successful raid on either side of the border prevents the trade route from producing that turn, and goes down one level the next turn. Civil unrest will also go up by 5 points for both empires.

9.4 Espionage

Spies have been an integral part of politics for hundreds of years. They can provide inside information on another government's actions, military forces, and even political leanings. In times of war, they can act as assassins, saboteurs, and insurgents.

To train spies, you need a training facility. Any Small Military Garrison on a Major Planet may be converted to an Intelligence Academy for 500EP. This takes one turn, and is a permanent conversion.

Each Academy may produce one Spy per turn at a cost of 50EP. The resulting Spy has all the skills of an ambassador, plus a few covert abilities. He may gather information from any planet that he is on, providing turn-based reports on Planetary Information, defenses present (or under construction), and the number of military vessels in orbit.

Academies may also be used for advanced training of Spies. Each Academy may train one Spy (*instead* of producing one) per turn in one ability. Planetary abilities must be learned before their shipboard counterparts. You will get a more specific description of each ability when your Spies learn it.

Ability	Planetary Cost	Shipboard Cost
Information Gathering	N/A	25EP
Sabotage	50EP	50EP
Assassination	75EP	100EP
Mass Poisoning	50EP	100EP
Subversion	150EP	200EP
Counterespionage	100EP	⇐ Included

A Spy may be trained at any time he is on a world with an Academy. The more training a Spy has, and the more successfully completed missions, the more chance he will have of returning alive from dangerous assignments.

⁸Fibonacci Series: 0 1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987 ...

10 Status Effects

Certain situations affect the status of your empire or ships. The effects of these situations are as follows:

10.1 Crippled Ships

Crippling a ship requires severe damage. A ship is considered strategically crippled if 90% or more of its engine boxes or 75% of its internal boxes are destroyed.

A crippled vessel may not move faster than a strategic speed of 3, and has a weapons status one level lower than it normally would at the start of any scenario (cumulative with all other modifiers). If it has no engine boxes, it may not move. All HET bonuses are lost, and any subsequently repaired (by any process) engine boxes will be marked destroyed if the ship participates in combat in any capacity. Such damage is applied after the combat has ended.

Such a vessel retains its crippled status until it has been overhauled and its warp engines (if any) have been replaced. A crippled warp-capable vessel's Dilithium is considered destroyed, but the crystal fragments will continue to serve it until its overhaul.

10.2 Crew Quality

Most starships are considered to have Excellent crews. This reflects the high quality of training required before an individual is allowed to serve on a starship.

Sometimes, the crew of a starship gets to know their ship (and each other) so well they function almost as a single entity. No one is ever in anyone else's way, and the ship constantly operates at maximum efficiency. Such Outstanding crews gain certain bonuses for their performance. Tactical bonuses are listed in (G21.2), and strategic bonuses are as follows:

- The ship's maximum strategic speed is increased by 1.
- The ship becomes Unsupplied at the end of the turn *following* the turn it runs out of supplies.
- The ship has a weapons status one level higher than it normally would at the start of any scenario. Even at WS-I, it always has phaser capacitors charged by 50%.
- At the end of a scenario, all burned-out UIMs are replaced and all shock points are repaired at no cost.
- PPTs are automatically replaced at the end of each campaign turn whether or not the ship resupplied.

On the other end of the spectrum, some crews simply do not stand up to the performance level set by those on other ships. This is fairly rare, and will only occur under specific circumstances. Ships with Poor crews gain the following strategic penalties in addition to the tactical penalties in (G21.1):

- The ships maximum strategic speed is decreased by 1.
- If the ship becomes Unsupplied, it immediately heads to the nearest allied base at half its maximum strategic speed. If it does not reach such a base in two turns, the crew abandons ship and it is left to drift.
- The ship has a weapons status one level lower than it normally would at the start of any scenario. Even at WS-II, it only has phaser capacitors charged by 50%.

Outstanding crews lose their status if transferred to another ship unless the *entire* crew is transferred to another ship of the same class. They don't consider themselves any better than other crews; they simply work extremely well together. They lose their status if half or more of the crew is replaced within a period of two turns.

Poor crews may not be transferred (no captain will accept them under his command). They may be discharged from service with a pension of 2EP per Crew Unit and 1EP per boarding party, but only if the entire crew is discharged. They lose their status if less than 25% of the crew is comprised of Poor units (ignore BPs for this purpose), and they fully integrate with the new crew.

If a ship has only 50% or less of its crew requirement, it acquires all the strategic penalties of having a Poor crew until it recrews. The loss of strategic speed is cumulative if it is originally a Poor crew. If it continues as such for more than two full turns, the crew actually becomes Poor due to stress.

10.3 Civil Unrest

As part of the News and Information phase, you will be notified of your empire's state of Civil Unrest. This is a relative status, and represents how your citizens feel about their government. A Civil Unrest level of zero is normal. The higher it gets, the more likely things will happen. Some empires are more prone to shipboard mutinies, while others become in danger of republics breaking off. Event effects of Civil Unrest will usually have prior warning.

11 Military Actions

11.1 Strategic Movement

Every ship has a Strategic Speed rating. This indicates the farthest it may travel over the course of a turn. As all movement is simultaneous, it will be handled according to the 12-interval chart below, similar to the *Star Fleet Battles* movement chart. Unit speed is across the top, and movement intervals are down the left.

★	12	11	10	9	8	7	6	5	4	3	2	1
1	1	-	-	-	-	-	-	-	-	-	-	-
2	2	1	1	1	1	1	1	-	-	-	-	-
3	3	2	2	2	2	-	-	1	1	-	-	-
4	4	3	3	3	-	2	2	-	-	1	-	-
5	5	4	4	-	3	-	-	2	-	-	-	-
6	6	5	5	4	4	3	3	-	2	-	1	-
7	7	6	-	5	-	4	-	-	-	-	-	-
8	8	7	6	6	5	-	4	3	-	2	-	-
9	9	8	7	-	6	5	-	-	3	-	-	-
10	10	9	8	7	-	-	5	4	-	-	-	-
11	11	10	9	8	7	6	-	-	-	-	-	-
12	12	11	10	9	8	7	6	5	4	3	2	1

For the most part, movement will be handled by the GM. You may specify which sectors to pass through, or simply the destination sector. Anything that occurs en route, such as random encounters or other vessels passing into sensor range, will be emailed to you. In the case of other vessels, you may order your ships' actions accordingly.

11.2 Pinning

When two fleets enter the same sector, either side can force an encounter (this sector is known as the Encounter Sector). A combat encounter costs 1 strategic movement point from each vessel involved.

Each fleet "controls" three adjacent sectors: the sector of its angle of approach and the two next to it (these are known as the Zone of Control [ZoC]).

1. Multiple fleets can control the same sectors for the purpose of this rule.
2. If one fleet is stationary, it controls the complementing 3 sectors.

If one fleet attempts to move into the other's ZoC, the "defender" can declare a pin. Only ships that have the exit vector in their ZoC are considered pinning ships for the purpose of Pin strength, however other units within the sector can be used in any encounter that takes place (as pincer units).

The "attacker" must then commit a portion of their fleet to hold down the pin. Ships remaining after satisfying this value can run the pin into the defenders ZoC without entering the encounter or losing movement due to combat.

Pin Strengths are as follows:

6xFighter:	1/2
2xInterceptor:	1/3
2xF-111:	1/3
2xPF:	1/2
SC4 Unit:	1
SC3 Unit:	2
SC2 Unit:	3

Freighters may not be used to pin or to satisfy a pin. Fighters, Interceptors, and PFs may not be used without a supporting unit in the same sector.

A pinned ship must either fight, hold, or withdraw.

1. Fight - enters an encounter with the involved ships
2. Hold - Keeps all ships in the same sector, the pin can be continued into next impulse with all ZoCs remaining the same.
3. Withdraw - the ships may attempt to withdraw along their ZoC.
 - (a) A ship may withdraw from combat or a pin along any vector that is not in an attacker's ZoC
 - i. If the attacker/pinner is approaching from multiple directions (ie, a split pin) and he withdrawer attempts to "retreat" through one of these groups, then the pinning and split pinning rules apply.
 - (b) A Fleet may pursue or chase a withdrawing fleet. The Pursuit vector (PV) is the direction that a fleet starts its withdrawal.
 - i. Another fleet may pursue the withdrawing fleet by following this vector.
 - ii. If the Pursuing Fleet is faster than the Withdrawing Fleet, the pursuer can force an encounter on its next strategic movement. (Note that the Pursuer is unable to pin the Withdrawer since the Withdrawer is not attempting to enter its ZoC. This type of encounter must go to the board.)
 - iii. If the Withdrawing force is faster than the Pursuing force, it can escape per normal movement rules, with the exception that the Pursuing group cannot force an encounter simply by moving into the same sector. If the withdrawing force changes direction (ie, changes vector) before moving out of the same sector as the Pursuer, then the Pursuer can force an encounter.
 - iv. If the fleets are equal in speed, the Pursuer cannot force an encounter unless the Withdrawing fleet changes direction. If the Withdrawer changes direction then the Pursuer can force an encounter within that sector.
 - v. Terrain Exceptions
 - A. If the fleets enter an Astroid sector, the Pursuer can force an encounter regardless of speeds.
 - B. If the ships enter a Nebula and exit in different directions via Nebula strategic movement rules, the pursuit can be broken.
 - C. The Withdrawing force can change directions at a black hole without opening themselves to a forced encounter as long as the new vector would not take them through the Pursuer's ZoC. The pursuit continues along the new vector.

11.3 Blockades

A task force may block a station or world by laying mines or orbiting it so that the enemys production and supplies are cut off. Production and research cease on the following turn, and no resupply actions may be taken at that location. Start a "Blockade Count" at 0. The count may not go over 5 or under -1. If the Blockade Count reaches 3, all bases (ground- and space-based) fall under "Unsupplied" restrictions, and may not resupply other units. This is the only way to make bases Unsupplied.

Supply vessels may attempt to break through a blockade to deliver supplies. If a loaded supply vessel reaches a blockaded base or planet, every 1,000 cargo points offloaded reduces its Blockade Count by one turn. A landed ship is considered to have succeeded in offloading all of its Supplies.

11.4 Shipping Raids

Vessels may be assigned to raid shipping lanes. Their strategic movement will be handled automatically, and you will be informed of their encounters. Conflicts with PC races will be played out normally, contact with NPCs may be handled at your discretion.

11.5 Fleets

The most efficient way to deal with multiple units is to organize them into fleets. It's also safer, as individual fleet elements may not be picked off. Any tactical event which happens to one element of a fleet may be dealt with by all. However, a fleet's maximum Strategic Speed is that of its slowest element.

A fleet's size is limited by the Command Rating of its flagship. Every unit has a Command Rating, as well as a Command Cost. For every ship in a fleet (except the flagship) subtract its Command Cost from the flagship's Command Rating. When the flagship's Command Rating reaches zero (it *may not* go below zero), no more ships may be added to the fleet.

Class	Command Cost
SB, YDK	Always the flagship
BB, DN, SHC	15
BCH	14
CC, CCH, BATS	12
CA, NCA, CWH, CF, MON	10
CW, CWL	9
CL, CLC, BS, YBS	8
DW, DWL, HDW, MB, F-OL	7
DD, DDL, F-L	6
FF, FFL, FH, FLG	5
POL, F-S	4
Courier	3
Standard 100-pt minefield	2
PF/Interceptor	1
Fighter	1/2

Variants cost the same as the ship they were based on unless the GM states otherwise. A W- or Y-era ships costs the same as its MY counterpart (ie. a WCA, YCA, and CA all cost the same).

"Courier" includes Free Traders (and variants), Priority Transports, and similar ships. FedEx (FX) couriers may only be built and operated by the Federation Express company, and therefore have no CR or Cost.

If, during a battle, a fleet's flagship is destroyed or loses all of its control spaces, fleet command is disrupted for 16 impulses ($\frac{1}{2}$ turn) while the flag is transferred to another ship. Ships in the fleet may only fire at enemy vessels within 8 hexes; 5 hexes for enemy fighters, PFs, and shuttles. No weapons may be overloaded, but previously overloaded weapons may be fired. Once the flag has been transferred, command is restored and ships which fit in the new flagship's Command Rating are released from this restriction. Vessels which don't fit in are not released until they fit. Active squadrons *must* be included in the new Command Rating, or they lose their squadron benefits. Once a vessel is included, it may not be released until it is destroyed, crippled, disengaged, or the flagship is destroyed.

Ships may also be organized into squadrons. A squadron consists of exactly three ships of the same class, with one of them designated as the command ship. If the squadron is part of a fleet and the command ship is within six hexes of the other two, the squadron is not affected if the fleet's flagship is destroyed. Squadrons must be designated before the scenario begins. If one non-command member of the squadron is destroyed, the others may maintain the squadron until the end of the scenario. If the squadron command ship is destroyed, the squadron is broken.

If Leaders are present in a fleet, they cost triple the listed amount and up to two non-Leader ships of the same class or a lower Command Cost are free. The ships involved form a squadron. This shows the increased command capabilities of Leader variants, as they can form a squadron with ships not of their class. If a Leader is the flagship of a fleet, it loses all of these effects (but has no Command Cost) and acts as any normal flagship. Command Cruisers have the squadron-forming benefits of Leaders, but don't modify any Command Costs.

Base assault fleets gain +15 to their Command Rating while involved in an assault against a permanent base. In addition, if the flagship is destroyed, the ships may continue to fire up to half of their weapons (count for each type of weapon on each ship; round down) at the base.

11.6 Planetary Defense Fleets

Planets do not have a Command Rating of their own. They use special rules:

Undeveloped (ie. mining, colony, and outer) planets may have up to 1 squadron of fighters assigned to each. A squadron consists of 12 fighters, 18 for Hydrans.

Populated planets may have up to 2 squadrons.

Major planets may have up to 3 squadrons.

Small space-based stations (CPLs, SAMs, etc.) may have up to 2 hangar modules worth of fighters each. If orbiting a planet (or on the same tactical map), these fighters count towards the planetary limit.

Monitors (once developed) may be assigned to planets at no Command Cost. No planet may have more than one Monitor at a time.

Planetary defenses may not operate more than 35 sectors away from their planet. Weapons may still be fired at units farther away.

If a permanent base is orbiting a planet, ignore all above restrictions but all planetary defenses must fit within the base's CR, including fighters and Monitors.

11.7 Mixed-Race Fleets

There are two ways for races to combine their fleets. The standard way is open to any combination of races that are not currently engaged in hostilities. The other, more flexible way is open only to combinations in which all involved races are directly allied to each other.

The standard way is simply to use multiple fleets. Each has its own command rating, and neither takes direct orders from another. The fleets may only communicate during Energy Allocation, and in front of all players. EW may not be lent between fleets, and secret information (seeking weapon targets, real vs. pseudo plasma torpedoes, etc.) may not be revealed.⁹ Boarding parties transported to a ship from another fleet will be considered hostile by the ship's crew, and will be fought. Crew *may* be transported off a doomed vessel by a ship of another fleet.

Elements of these fleets *must* remain at least 9 sectors from each other. This represents inherent mistrust on the part of the ships' crews. The players may trust each other fully, but the captains do not. If one race's ship moves within 5 sectors of another race's ship, the second ship will fire phaser-3s (and stronger phasers downloaded to Ph-3s) at the first in an attempt to ward it off. Exactly *which* ship was the violator need not be obvious, as both ships will likely be shooting.

The range and EW limitations may be waived if the fleets involved include no more than two ships of each race (no carriers, PFTs, or Size Class 2 units except bases), and no more than five ships total. They may also be waived if one fleet is protecting another. The protected fleet must have fire control deactivated, or the protecting ships will

⁹You may tell each other anything you like, but the actual record may not be shown.

immediately try to move away (they won't automatically fire until they have spent at least three impulses out of Range 5).

The other way is to integrate fleets. One flagship is chosen, and the rest of the fleet is organized according to its Command Rating. This will result in a smaller total force than the standard method, but without range or communication limitations. It can also result in some fairly impressive weapon combinations. This method is available *only* to formally allied races.

Trusting of hired vessels is at the decision of the hiring player. The hired player is being paid to trust. The method used is noted at the beginning of the scenario before setup, and is known to all directly involved parties (not opponents). This point is moot if the hired ships are tactically operated by the hiring player.

In a rescue scenario involving non-allied races (hostile or not), everything is up to the players. Some limitations may be imposed by the GM depending on the political situation.

11.8 War

In order to gain the benefits of a full wartime footing, you must have either sent or received a Declaration of War or been involved in active hostilities for at least two full turns.¹⁰ Wartime benefits and special abilities include:

- Planets may be placed on Wartime status. Such planets produce double everything they normally produce for up to five turns (including Research Points). Once this ends, they produce $\frac{1}{5}$ (round up) for twice the number of turns they produced double.
- All military vessels have a weapons status of one level higher than they normally would at the start of any scenario. Even at WS-I, they always have phaser capacitors charged by 50%. This is cumulative with Crew Quality bonuses or penalties.
- Static defense systems (minefields, web, etc.) operate at a higher readiness.
- Military vessels may burn one extra turn's worth of Supplies for up to two extra Strategic Movement Points each turn. These points may be used for double movement on individual movement intervals at the choice of the owner. The points may not both be used on the same interval, nor on any interval in which the vessel performs any Exploration. This option may be exercised at any point in the strategic turn, but any extra points not used by the end of the turn are lost.
- Command Ratings for military capital ships (CA and higher) are increased by 50%, and the first Scout in a fleet is free.
- Ships with CA firepower or more may devastate planets. It takes one Strategic Movement Point in the sector of the target planet to reduce it by one development level. Every 5 population points counts as a level for this purpose. If the planet has defenses, they must be taken out before devastation can begin.

Wartime penalties include:

- War ends all Treaties and Trade Agreements between combatants. No trade may be conducted between opponents until the war is over.
- Pirate activity may increase during wartime, as most military vessels have been taken off patrols and added to fleets.
- Static defense maintenance costs increase. This will be noted in their individual rules.

¹⁰Border skirmishes and minor raids do not count as full hostilities. Fleet actions do.

War ends on its own if there are no hostilities between the two sides for three full turns. It may also be ended by signing a Peace Treaty. Terms of the Treaty are up to the empires involved, and are usually made public to all empires in contact with those involved.

12 Parting Words

Finally, realize that this is just a game. We're playing to have fun. Rules lawyering should be kept to a minimum. Whether other players are allowed to spectate combats is up to the players involved, but should be encouraged. Spectators should *not* give game advice to any player unless all the players agree.

Please try not to metagame. If a pirate vessel attacking your ships is played by the Klingon player in one scenario, realize that the player may have been chosen simply because he was available. Or, his playing style may have been the deciding factor. It doesn't necessarily mean that the Klingon Empire is pirating your shipping.

Remember, the real winners are those who have the best stories to tell afterwards.