The following are rules for a Star Fleet Battles (SFB) operational level campaign game, implemented as a modification of the PQ-17 v1.1 rules. Here, it is assumed a referee or computer program is available to moderate the double-blind movement rules.

1. **GENERAL ITEMS**
    1.1. **Overview**
        1.1.1.   The operational level of play consists of victory conditions, a map, and SFB units grouped into Tasks Forces that maneuver across the map trying to achieve the victory conditions. When Task Forces meet in an Operational Hex, SFB is used to resolve the consequent battle. The operational level of play incorporates the logistics of fuel expenditure, resupply, repair, movement speed, and the fog of war. The rules create connections between the operational level of play and the tactical (SFB) level of play, with each level affecting the other. References to "Operational" mean the Operational level of play, while "Tactical" means the SFB level of play, for example an Operational Hex is a hex on the Operational map, while a Tactical hex is a hex on the SFB map where a battle is being resolved.
    1.2. **Time**
        1.2.1.   Each campaign scenario will specify its duration in its description. The duration would typically be some number of Operational Periods.
        1.2.2.   An Operational Period is defined as 15 Days.
        1.2.3.   A Day is defined as two Operational Turns, an AM turn and a PM turn, each nominally twelve hours long.
        1.2.4.   An Operational Turn is divided into three Operational Impulses.
        1.2.5.   An Operational Impulse is a period nominally 4 hours long during which forces may move up to one Operational Hex, depending on their speed, search for enemy forces, and/or conduct attacks, which are resolved with the SFB rules.
        1.2.6.   The Sequence of Play (SOP) calls out various steps that occur either every Operational Period, Day, Turn, or Impulse.
    1.3. **Map**
        1.3.1.   Each campaign scenario uses a local star map drawn for the campaign. This is the Operational Map. Its hexes are Operational Hexes, which are vastly larger than a tactical hex on the SFB map.
        1.3.2.   Operational Hexes may have an SFB terrain type, in which case SFB scenarios in that Operational Hex use that terrain type on the SFB tactical map, star systems, bases, and/or be noted as Settled, meaning there are various colonies and installations in the hex with implicit starship traffic between them. All bases are treated as Ports for movement purposes. That is, ships must enter port to make use of its supply and repair facilities, and then leave port to resume operational movement.
        1.3.3.   Movement is double-blind, so ships and sometimes bases are not placed on the map until detected, and in the case of ships are removed when they become undetected. This requires computer or referee moderation.
        1.3.4.   Settled hexes provide automatic reconnaissance capability. The hex itself serves as a separate Task Force for detection and may conduct reconnaissance without fuel expenditure once per impulse per enemy Task Force present, except that the achieved ID level cannot exceed ID2. The Settled hex may not Shadow or initiate an attack.

1.4.   Unit Types
1.4.1.   Type definitions are per SFB (unit, ship, base, fighter, etc).
1.4.2.   The campaign scenario description will clarify any special distinctions that are relevant for the operational level of play.
1.4.3.   See also Table 8.

1.5.   Special Conditions and Random Events
1.5.1.   Special Conditions are rolled for by each side at the start of every Operational Period, per the SOP (1D100, 01-100 result).
1.5.2.   Random Events are rolled for by each side at the start of every Operational Turn, per the SOP (sum of 2D10 treating 0 as 0, 0 to 18 result).
1.5.3.   The campaign scenario will provide tables mapping the rolls to their game effects.

1.6.   Naval Task Forces
1.6.1.   All ships and bases are grouped into Task Forces (TF).
1.6.2.   TFs are organized in the Planning Step of the SOP at the start of each Operational Turn and may be reorganized after combat. TF composition may not otherwise be changed during an Operational Turn.
1.6.3.   All units in a TF must be in the same Operational Hex, travel at the same Operational Speed, and share the same Posture.
1.6.3.1.   A TF may only move at the speed of the slowest unit within the TF.
1.6.3.2.   A TF may only use Postures that all ships in the TF are capable of using.
1.6.4.   TFs must have unique identifiers for record-keeping purposes.
1.6.4.1.   Identifiers may be changed at the discretion of the owning player.
1.6.4.2.   The opposing player must be informed of all designation changes for TFs with an ID level at or above Unidentified Force Present (U).
1.6.5.   Planning Step Task Force Organization
1.6.5.1.   During the Planning Step, each player may group ships that are together in an Operational Hex into TFs in any desired manner.
1.6.5.2.   A TF may split into one or more TFs; one or more TFs may combine into a single TF; or a series of splits and combinations may be used to effectively swap ships between existing TFs.
1.6.5.3.   Whenever a TF splits, all resulting TFs have the ID level of the original TF.
1.6.5.4.   Whenever TFs combine, the resulting TF gets the highest ID of the original TFs.
1.6.5.5.   Ships that have never been part of a TF may be added to existing TFs or grouped into new TFs at the owning player's discretion. This applies to all ships on the first Operational Turn of a campaign scenario, and to newly arrived reinforcements on subsequent Operational Turns.
1.6.5.6.   This rule does not restrict the final arrangement of the ships into TFs within the Operational Hex. Rather, its purpose is to ensure correct tracking of the ID levels and Shadowing status of the reorganized TFs.
1.6.5.7.   Information on the reorganized TFs appropriate to their (reorganized) ID level is provided to the opposing player as part of the Planning Step. This would apply, for example, when opposing TFs end an Operational Turn in the same Operational Hex, and then reorganize in the presence of the enemy.
1.6.6.   Combat and Task Force Organization
1.6.6.1.   TFs engaged in combat in each Operational Hex may reorganize as part of the combat procedure. See the combat rules for details.
1.6.7.   Bases and Task Force Organization
1.6.7.1.   A base is always in a TF by itself and may not be grouped into a TF with ships.

1.6.7.2.   As an exception, a campaign scenario may place multiple bases in the same operational hex in proximity to each other, such that they are on the same SFB Tactical map, in which case they are all permanently in a single TF together. Other TFs are In-Port or not In-Port with all bases in such a base TF simultaneously.

1.6.7.3.   Ships that are In-Port at a base are subject to special rules that reflect their proximity to the base and intention to use its facilities.

  1.6.7.3.1.   A TF in the same hex as a base, upon expenditure of the movement point required to go In-Port with the base, gains In-Port status assuming other requirements for going In-Port are met.

  1.6.7.3.2.   A TF in the same hex as a base, upon expenditure of the movement point required to leave In-Port status, leaves In-Port status assuming other requirements for leaving In-Port status are met.

1.6.8.   Shadowing and Task Force Organization

1.6.8.1.   If a Shadowed TF combines with another TF, this must be announced during the Planning Step, and the combined TF is Shadowed.

1.6.8.2.   If a Shadowed TF splits, this must be announced during the Planning Step, and the Shadowing TFs can select which of the resulting TFs to Shadow. The Shadowing TFs may split into multiple TFs to Shadow any or all the new split enemy TFs.

1.6.8.3.   A Shadowing TF may split during the Planning Step and designate one or more of the resulting TFs to continue Shadowing the target TF, while other resulting TFs cease Shadowing. This is done after announcement of any split of the Shadowed TF, and the split of the Shadowing TF is itself announced.

1.6.9.   TF Posture is set during the Planning Step of the SOP, after TF organization is complete.

1.7.   Settled Hex Special Rules

1.7.1.   Settled hexes are designated on the Operational map. They represent regions where there are civilian colonies, bases, and (implicitly) ships.

1.7.2.   Enemy TFs in a friendly Settled hex are automatically detected (level U, Unidentified Force Present).

1.7.3.   A Settled hex counts as a separate, immobile TF for reconnaissance purposes.

1.7.4.   One Settled hex may conduct one reconnaissance attempt per Operational Impulse at no fuel cost against each enemy TF present in the hex.

1.7.5.   A successful Settled hex reconnaissance attempt cannot increase the enemy TFs identification level above ID2.

1.7.6.   A successful Settled hex reconnaissance attempt cannot result in Shadowing.

1.7.7.   All reconnaissance and attack attempts on Tables 6a-b that take place in a friendly Settled hex benefit from being able to succeed on S results.

1.7.8.   The Operational scenario description may make provision for attacking and/or destroying Settled hexes, in which case they lose Settled status and become normal Operational Hexes.

1.8.   Base Special Rules

1.8.1.   Except as otherwise specified herein, each base is in a TF of its own.

1.8.2.   A base and all TFs In-Port with it are treated in some instances as if they were a single TF:

  1.8.2.1.   A reconnaissance attempt against the base or any TF In-Port with it is treated as a reconnaissance attempt against the base and every TF In-Port with it. One reconnaissance roll is made. The corresponding result of this roll for the base and for each In-Port TF is per Table 6, with the row/column lookup depending on the Postures of the base and individual TFs. Similarly, one ID

increase roll is made, with the result looked up individually for each target TF for which the reconnaissance succeeded. Flag and Cloak rolls are made separately for the base and each In-Port TF.

1.8.2.2.   An attack attempt against the base or any TF In-Port with it is treated as an attack on all of them. One attack roll is made, and the result is evaluated for the base and each In-Port TF separately based on their individual Postures. Flag and Cloak rolls are made separately for the base and each In-Port TF. If the attack succeeds against one or more of targets (the base and its In-Port TFs), then the attack succeeds, the battle occurs, and the base and all In-Port TFs are automatically included in it.

1.8.2.3.   Note that attacks against a known base are automatically successful.

1.8.3.   Bases expend fuel to conduct combat using a movement cost of 1/4 if they use AWR power.

1.8.4.   Bases do not expend fuel to conduct reconnaissance.

1.8.5.   Bases conduct reconnaissance as a Scout, unless they have no functional and powered special sensor boxes, or are Passive, in which case they are treated as a Force.

1.8.6.   A successful reconnaissance by a base can increase the target's ID to a maximum of ID2.

1.8.7.   Bases cannot Shadow.

1.8.8.   Bases may not initiate attack attempts.

1.8.9.   Bases are considered to have Not In-Port Posture.

1.8.10.   The scenario description will indicate if a given base is known or unknown.

1.8.10.1.   For known bases, the Operational Hex the base is in is known to all players, and the details of the base itself are known to ID3 outside of combat.

1.8.10.2.   Known bases and hence any TFs In-Port at the base may always be attacked successfully, without a roll being required on Table 6a-b.

1.8.10.3.   Unknown bases are treated like other TFs, except that their ID level never goes down once it has reached U, i.e. its ID either stays the same or increases over time through cumulative reconnaissance and attack attempts. Once an unknown base has been successfully attacked it becomes a known base.

1.8.11.   The campaign scenario may specify bases as being in local conditions of a fixed level. In this case, all reconnaissance and combat activities involving the base and TFs In-Port with it occur at the specified local condition level. No die roll is made for local conditions, and the local conditions rolled for other TFs in the hex that are not In-Port with the base are not applicable to the base.

1.8.12.   Base Construction

1.8.12.1.   Bases can be constructed to a limited extent within a campaign scenario. The rules herein are the default for base construction and may be altered by a specific campaign scenario.

1.8.12.2.   Only small bases built around pods may be put in place during a campaign scenario. Examples include the Mobile Base (MB) and System Activity Maintenance Station (SAMS). Other installations that the (R0.0) Section describes as being built around one or more pods are allowed.

1.8.12.3.   To construct the base, the pods for the base must be purchased and then brought to the Operational Hex in which the base is to be built. All the core base pods must be present in the hex to construct the base.

1.8.12.4.   Additional pods or modules for the base may be incorporated with the base at the same time it is built, assuming they are present in

the Operational Hex, or they may be added later using this same procedure.

  1.8.12.5. Modules may be carried in cargo and occupy cargo boxes equal to the number of internal SSD boxes the module has (DAMCON, Sensor, Scanner, Excess Damage, and other SSD boxes outside the unit outline do not count for purposes of cargo-box occupation).

  1.8.12.6. The base is constructed by one TF that includes all the components of the base (core pods and any additional modules or pods to be incorporated as part of initial construction), plus one or more uncrippled ships that have at least two undamaged tractor beams between them.

  1.8.12.7. The base may be constructed during the Tactical Logistics Step of any turn in which: the TF plots Operational Speed 0, Logistics Posture, does not conduct reconnaissance, and does not attack or get attacked. The construction must be plotted in the Planning Step.

  1.8.12.8. If reconnaissance or combat occurs during construction, the base is put in place but all systems on its SSD are completely inactive (G30.0) and may not be activated except via successfully repeating the construction procedure on a subsequent Operational Turn. If engaged in SFB combat, the base is on the map, inactive, and subject to destruction by the normal SFB combat rules.

  1.8.12.9. The player constructing the base may select the local conditions for the base. The base will be Unknown, with starting ID level equal to the ID level of the TF constructing the base at the time of its initial construction (whether inactive or not).

  1.8.12.10. If there are existing bases in the Operational Hex, the player may choose to put the new base close to one of them, such that the new base is In-Port with the existing base, in which case it shares the Local Conditions of the existing base. In this case, the player must also plot where (within 50 hexes) the new base is, relative to the existing base, on an SFB map, for purposes of future tactical battles.

1.9. Modifications to SFB Rules

 1.9.1. This Section summarizes the alterations to the standard SFB rules.

 1.9.2. Disengagement by acceleration and sublight evasion are not allowed.

 1.9.3. The (C13.0) Docking rules are superseded. There is no internal docking, and external docking limits are changed to the values herein.

 1.9.4. Drone availability restrictions are handled at the level of the entire fleet, rather than at the level of individual ships. Because drones may be transferred between ships and rearranged between the racks and reload storage at the players' discretion, the loadout of a given ship may not comply with the SFB rules.

 1.9.5. The (D18.0) Surprise rules are replaced by the rules herein.

 1.9.6. The repair rules outside of SFB battles are as specified herein. The SFB rules for campaign repairs are not used. Repair systems (G17.0) only have an operational function and cannot be used inside an SFB tactical battle.

 1.9.7. Probes and probe drones are given utility at the Operational level.

 1.9.8. The (S0.0) Scenario rules are largely supplanted by the rules herein.

 1.9.9. SFB optional rules are not used unless both players agree to use them.

2. HOW TO WIN

 2.1. See Table 5 for the standard victory conditions. Victory Points (VPs) are added and subtracted from a running total for achieving various goals during the campaign scenario, and victory is determined by ending the campaign with victory points at or above a threshold level.

 2.2. Campaign scenarios may modify the Table 5 conditions. For example, the PQ-17 campaign provides its own Table.

3. SEQUENCE OF PLAY (SOP)
    3.1.   All actions occur strictly in the sequence specified by the SOP.
    3.2.   The SOP is provided at the end of these rules.

4. INITIATIVE AND COMMAND
    4.1. Initiative
        4.1.1.   Each player rolls 1D6 at the start of each Operational Turn and the high roll wins Initiative until the next Initiative roll, i.e. for the current Operational Turn and the initial portion of the next.
        4.1.2.   Players may expend VPs to add to their die roll, 1 VP = +1 to roll.
        4.1.3.   VP bids are done secretly prior to the roll and revealed after the roll.
        4.1.4.   Special Conditions and Random Events may also alter the roll.
        4.1.5.   The Alliance wins ties.

    4.2. Command
        4.2.1.   Command Points (CPs) are awarded as specified by the campaign scenario, typically some number per Operational Period.
        4.2.2.   CPs may be accumulated between Operational Periods up to a scenario-specified limit if not expended.
        4.2.3.   The scenario description will indicate CP costs for various activities, for example in order to deploy ships out-of-port or away from bases or Settled hexes.

5. MOVEMENT AND POSTURE
    5.1. Movement Plot
        5.1.1.   During the Planning Step of each Operational Turn, both players make a legal plot for each TF. The plot includes a legal Operational Speed (Military Sprint 3, Military Cruise 2, Efficient Cruise 1, and Impulse or Warp Crawl 1/2).
        5.1.2.   All ships in a TF must maintain the same Operational Speed. Therefore, the slowest and/or most fuel-restricted ship in the TF limits the overall TF speed.
        5.1.3.   Movement costs, requirements, and fuel expenditures are as per Table 1.
        5.1.4.   The TF must select a speed for which it has sufficient fuel. Sufficient fuel is defined as enough fuel to move at the selected speed for all three Impulses of the Operational Turn.
        5.1.5.   The TF must select an Operational Speed that all the constituent ships can achieve based on the Table 1 restrictions.
        5.1.6.   A TF may change its Operational Speed during an Operational Turn only as specified in these rules. Such circumstances include starting/ending Shadowing, attacking and/or being attacked and/or combat damage, and entering In-Port status.

    5.2. Posture Plot
        5.2.1.   During the Planning Step of each Operational Turn, each TF must be given a legal Posture.
        5.2.2.   A default is noted for each Posture setting. The default is assumed unless the player explicitly plots a different Posture setting.
        5.2.3.   Posture information includes Cloak On or Off, Warp On or Off, Active Sensors On or Off (Off is also referred to as Passive), Logistics, In-Port, and/or Shadow.
            5.2.3.1.   Cloak On, Cloak Off (Default) – This impacts reconnaissance and maximum Operational Speed. All ships in the TF must have functioning cloaking devices and sufficient power to use them to declare Cloak On. Maximum Operational Speed is determined by computing the maximum SFB speed each ship can achieve while employing its cloak, with shields set either off/minimum/full (note this), and life support (emergency life support if allowed), and then using Table 1 to determine which Operational Speed corresponds to the achievable SFB speed. If using Cloak On, the TF must be Active Sensors Off (Passive) and cannot be in Logistics Posture.

5.2.3.2.   Warp On (Default), Warp Off – This impacts reconnaissance and maximum Operational Speed. At least one ship in the TF must have one or more Warp Engine or AWR SSD boxes and non-zero fuel to declare Warp On Posture. For Warp Off posture, a ship's maximum Operational Speed is Impulse Crawl, per Table 1, assuming it has one or more impulse engine boxes; otherwise, Operational Speed is 0. For purposes of power calculations, Warp Off means Warp Engine and AWR boxes do not generate power.

5.2.3.3.   Active Sensors On (Default), Active Sensors Off – This impacts reconnaissance. At least one ship in the TF must have a Sensor rating > 0 and power for full fire control (not just low-power fire control) to use Active posture. To count as a scout for reconnaissance and attack purposes, a scout must be in a TF in Active Posture and have at least one undestroyed special sensor SSD box and the power to use it. Active Sensors Off is equivalently called Passive or Inactive in these rules.

5.2.3.4.   Logistics, Not Logistics (Default) – Logistics Posture enables units in the TF to conduct repairs and resupply/refuel. It may be declared for a TF In-Port with a base, in which case Operational Speed is 0 and the base provides repair/resupply, or by a TF that includes the ships providing repair/resupply, in which case Operational Speed must be either 0 or Impulse Crawl. Ships in Logistics Posture may not be Shadowing and must be Cloak Off.

5.2.3.5.   In-Port, Not In-Port (Default) – This Posture reflects a TF's status with respect to a base in its Operational Hex. In-Port TFs are essentially at the base itself. The TF must have a friendly base in its hex, plot Operational Speed 0 unless it is leaving In-Port status, in which case Operational Speed 1 or 2 is allowed, may conduct reconnaissance but is treated as if its plotted Operational Speed is its maximum possible Operational Speed, resulting in reconnaissance penalties, may not Shadow, and may not initiate attacks. If at Operational Speed 0, the TF may be in Logistics Posture and use the base and/or any ships in any TF also In-Port with the base for repair/resupply. If the base is attacked, all TFs In-Port with the base automatically participate in the resulting combat and are considered Original Defender TFs. In-Port TFs that participate in Withdrawal and Pursuit Step actions are not limited by their plotted In-Port Operational Speed. The bases themselves are Not In-Port.

5.2.3.6.   Shadowing, Not Shadowing (Default) – See the Shadowing section.

5.2.3.7.   Minefield, Not Minefield (Default) – Only Operational minefields may be in Minefield Posture, and all Operational minefields use this Posture. It implies Operational Speed 0, Passive, Not Shadowing, Not In-Port, Not Logistics, Warp Off, Cloak Off.

5.2.4.   Posture may be changed during an Operational Turn only as specified elsewhere in these rules. Changes may occur when entering or leaving Port, engaging in combat, and starting/ending Shadowing.

5.3.   Movement

5.3.1.   The SOP provides the movement sequence for the player with/without Initiative.

5.3.2.   The move for each TF for the current Impulse is plotted in advance during the Plot Movement Step of that Impulse (starting and ending Operational Hex).

5.3.3.   TFs move one Operational Hex when their speed is called to move on the Impulse chart.

5.3.4.   TFs may, at their option, expend their movement point without leaving their current hex. This still expends fuel.

5.3.5.   A TF must follow its plotted movement order for the Impulse. Exceptions to this include the following:

5.3.5.1.   If an enemy TF enters the friendly TF's Operational Hex during the Impulse, prior to the friendly TF being able to move per the SOP, the friendly TF has the option of remaining in the Operational Hex regardless of its plotted move.

5.3.5.2.   If one or more enemy TF's successfully attack the friendly TF during the Impulse, prior to the friendly TF being able to move per the SOP, the friendly TF has the option of remaining in its Operational Hex regardless of its plotted move.

5.3.5.3.   If a friendly TF attempts reconnaissance or attack on an enemy TF, prior to the friendly TF executing its own move per the SOP, the friendly TF must remain it its Operational Hex regardless of its plotted move.

5.3.5.4.   If a TF declares Shadowing during the Impulse, prior to executing its plotted move, its plotted move is ignored.

5.4.   __Towing__

5.4.1.   Ships within a TF may tow other (presumably damaged and/or slow) ships in the TF to achieve a higher Operational Speed.

5.4.2.   A player may start or stop towing during the Plot Movement Step of the Impulse Procedure. Towing should be noted as part of the plot.

5.4.3.   Towing is done with tractor beams per the SFB rules.

5.4.4.   To engage in towing, first identify which ships are towing which other ships within the TF, as constrained by the SFB rules.

5.4.5.   Second, use the SFB rules to compute the achievable pseudo-speed of the tractored ship combinations with warp only (no impulse), i.e. the sum of the pseudo-speeds of the individual ships in the tractored combination. This value is used in place of the Warp Practical Speed on Table 1 to determine the maximum possible Operational Speed that the tower/towed units may achieve.

5.4.6.   Alternately a ship may use impulse power to tow at Impulse Crawl speed.

5.4.7.   Fuel Expenditure in Towing

5.4.7.1.   The total fuel expenditure per Operational Hex for the ships in the tractored group is calculated per Table 1 using the selected Operational Speed and the total movement cost of all the ships in the tractored group.

5.4.7.2.   This total fuel cost is divided between the ship in the tractored group. Each ship pays a fraction of the total equal to its individual pseudo speed contribution (undestroyed warp boxes divided by total movement cost of the tractored ships) divided by the sum of the pseudo speeds of the tractored ships.

5.4.7.3.   The above calculation assumes that the ships have adequate fuel such that their warp engines are fully on and contributing. If insufficient fuel is available, there are two options.

5.4.7.3.1.   First, a lower Operational Speed may be selected, for which fuel is available.

5.4.7.3.2.   Second, the ships may deactivate any number of their warp engine boxes. Deactivated boxes no longer count for the pseudo speed calculations. Therefore, the deactivation may alter both the maximum achievable Operational Speed and the division of fuel costs between the tractored ships. This option would allow, for example, a towed ship to turn its engines off, such that it expends no fuel; the towing ship would provide all the fuel, but the pair would move at a potentially reduced Operational Speed because the ship with its engines off is contributing 0 pseudo speed to the pair.

5.4.8.   For purposes of the power and pseudo-speed calculations, ships can select off/minimum/full shields, life support or emergency life support as

appropriate to their damage level, tractor beam power (1 point), and also cloak and active fire control consistent with the TF's Operational Posture (note only one ship needs to maintain full fire control for the TF to be active).

5.5.   Entering and Leaving Port

5.5.1.   Any base, planet, or other installation as defined by the scenario constitutes a port.

5.5.2.   A TF may enter a port on any Operational Impulse if it starts the Impulse in the hex with the port, has a movement point to expend per the Impulse chart, and then expends that movement point. At this point the TF is In-Port, and its Operational Speed switches to 0.

5.5.3.   A TF may leave a port on any Impulse if it starts In-Port in the port hex, has a movement point to expend per the impulse chart, and then expends that movement point. At this point the TF is no longer In-Port, but it remains in the hex of the port.

5.5.4.   TFs may only enter or leave In-Port status if they plot an Operational Speed of 2 or less.

5.5.5.   In-Port TFs cannot plot Operational Speed 3.

5.5.6.   In-Port TFs that plot Operational Speed 1 or 2 are not forced to leave port. They can expend the movement points and fuel while remaining In-Port. However, they cannot be in Logistics Posture unless they plot Operational Speed 0.

5.5.7.   In-Port TFs that plot Operational Speed 0 to 2 use that speed as an upper limit for reconnaissance purposes.

5.5.8.   In-Port TFs may conduct reconnaissance, may not Shadow, and may not initiate attacks. If conducting reconnaissance, the plotted Operational Speed of the In-Port TF is taken to be its maximum speed. For Withdrawal and Pursuit purposes, and In-Port TF is not limited by its plotted Operational Speed.

5.6.   Movement Sequence

5.6.1.   The player with Initiative moves all TFs scheduled to move on the current Operational Impulse. This expends fuel. See Table 2.

5.6.2.   Pause and resolve detection, reconnaissance, and combat.

5.6.3.   The player without Initiative then moves all TFs scheduled to move on the current Operational Impulse. This expends fuel. See Table 2.

5.6.4.   Pause and resolve detection, reconnaissance, and combat.

5.6.5.   See also the SOP.

6.   RECONNAISSANCE

6.1.   Overview

6.1.1.   Reconnaissance occurs when TFs from opposing sides are in the same Operational Hex. Note that movement is double-blind. Therefore, TFs are only placed on the map when detected via reconnaissance and are removed from the map when they become unidentified.

6.2.   Identification Levels

6.2.1.   Unidentified – No marker on the map. Location unknown to enemy player. This is the default status of all TFs except for known bases.

6.2.2.   Unidentified (U) Force Present – Force present. Marker on map. This is automatic vs. TFs in the same hex as an enemy TF, base, or Settled hex. If cloaks are being employed, this is known. The Active/Passive status of sensors is known. If Active, the presence of a Scout is known. Any bases present are described as a force with positional stabilizer signatures and no further details; note that the special reconnaissance and attack procedures for bases may reveal TFs as In-Port at a base. Operational minefields are identified as Operational minefields.

6.2.3.   ID0 – As Unidentified Force Present, plus force identified. This is the minimum level that allows Shadowing and attack attempts. Successful reconnaissance vs. a TF at (U) produces at least ID0. Operational minefield strength is known.

6.2.4.   ID1 – As ID0, plus the total movement cost of all ships using warp is known. All ships using impulse only are described as a force using impulse without further details. All units that have neither warp nor impulse are described as a force with negligible propulsion signature and no further details.

6.2.4.1.   A ship using warp must (a) be in a TF in Warp On Posture and (b) have undestroyed warp and/or AWR SSD boxes and non-zero fuel.

6.2.4.2.   A ship using impulse only must (a) not be using warp; (b) have undestroyed impulse SSD boxes; and (c) be moving at Impulse Crawl.

6.2.4.3.   A ship that meets neither the warp nor the impulse usage requirements above has negligible propulsion signature.

6.2.5.   ID2 – As ID1, plus the number of ships using warp and/or impulse and/or neither are known, and the number of bases is known. The empire that constructed each unit is known.

6.2.6.   ID3 – As ID2, plus the MC and type of each individual unit (ship or base) is known per the name of the Master Ship Chart Table it appears on. Example: it is a MC 1/2 Federation Destroyer – specific variant is not known. This is the maximum possible level outside of actual combat.

6.2.7.   ID4 – Achieved during tactical combat. SSDs are known as of the end of the combat, and the ID of all TFs involved is set to ID3.

6.3.   Reconnaissance Procedure

6.3.1.   Place TFs on the map per 6.1 (Unidentified to Unidentified Force Present when in the same Operational Hex during the Impulse Procedure of the SOP).

6.3.2.   Starting with the Initiative player, select which TFs in the hex will conduct reconnaissance, and select one opposing TF in the hex as the target of that reconnaissance.

6.3.2.1.   TFs chosen to conduct reconnaissance must have sufficient fuel for reconnaissance.

6.3.2.2.   For each TF selected to conduct reconnaissance, expend the required fuel per Table 1.

6.3.2.3.   A TF may only conduct one reconnaissance attempt per Operational Impulse, and this attempt is against a single opposing TF.

6.3.3.   Roll 1D100 and refer to campaign scenario's Local Conditions Table to determine the Local Conditions for TFs and/or bases and/or populated areas sharing the Operational Hex. This is done at most once per Operational Impulse per Operational Hex, and the rolled Local Conditions apply in that Operational Hex for the whole Impulse.

6.3.4.   Roll 1D100 and consult Table 6a or 6b as appropriate. The two Tables are for Coalition or Alliance. Cross index the roll with the Local Conditions column and the row group appropriate to the situation:

6.3.4.1.   Ship and/or Base, No Special Sensors – Use Force row group. TFs that are Cloaked or Passive use this row group.

6.3.4.2.   Ship and/or Base with Special Sensors – If the searching force has undamaged special sensors and the power to use them, announce this and use the Scout row group. Cloaked and Passive TFs may not use special sensors.

6.3.4.3.   If the searching TF cannot reach Operational Speed 3, shift one column to the right for each level of Operational Speed that its maximum is short of 3 (e.g. a TF that can only reach Operational Speed 2 shifts one column to the right, while a TF that can only reach Impulse or Warp Crawl shifts 3 columns to the right).

6.3.4.3.1.   For purposes of this rule, the Operational Speed that the TF can reach is the same maximum Operational Speed that it is allowed to legally plot for an Operational Turn given its current constituent ships (e.g. the practical speed they can achieve given their SSDs, damage level, towing) and Posture

(e.g. Cloak On, Warp Off status, In-Port at Operational Speed 0 or exiting at Operational Speed 1 or 2).

6.3.4.3.2. Bases and Settled hexes are subjected to this rule, with their maximum Operational Speed being 0.

6.3.4.3.3. Note that this rule refers only to the maximum achievable Operational Speed. The actual current Operational Speed that the TF is using does not affect the result, nor is it affected by the reconnaissance attempt itself (a declaration of Shadowing might subsequently change the Operational Speed).

6.3.4.4. If the target TF is Not Active (Passive), announce this and shift the environment column one column to the right.

6.3.4.5. If the searching TF is Not Active (Passive), announce this and shift the environment column one column to the right.

6.3.4.6. If the cumulative column shift to the right moves the column beyond Condition 4, use the Condition 4 column and the force conducting the reconnaissance is subjected to one Flag rule die roll per column-shift beyond Condition 4. This is in addition to any other Flag rolls required.

6.3.4.7. If all searching TF units have an SFB sensor rating < 6, roll an SFB lock-on test against the highest available sensor rating in the searching TF. If the roll fails, the reconnaissance attempt fails.

6.3.4.8. Result: U is a success; # is a success if the target TF already is at ID# level or better; S is a success if enemy force is Shadowed or in friendly Settled hex. Success puts the target TF at ID0 if previously U. The ID level of the target TF is held fixed at its value from the start of the Reconnaissance Step for purposes of resolving all reconnaissance attempts, i.e. the ID level is only updated to reflect reconnaissance results after all reconnaissance attempts have been completed.

6.3.4.9. If the target TF is Cloaked, roll 1D100 on the Cloak section of the Table. If the number rolled is in the specified range, the search fails regardless of the result on the main Table per above.

6.3.4.10. If the Flag section is applicable, roll 1D100 on the Flag section of the Table. If the number rolled is in the specified range, the search fails regardless of the result on the main Table per above.

6.3.4.10.1. The scenario description may specify additional situations when the Flag section applies.

6.3.4.11. If the reconnaissance attempt succeeds, roll 1D100 on the ID section of the Table to determine how many levels the ID increases (minimum ID0 for success). The player may add +1 to the 1D100 roll per probe or probe drone expended by the successful TF.

6.3.4.12. A TF whose search succeeds may be assigned to Shadow the targeted TF. See Shadowing.

6.3.4.13. Update ID level of target TF to the highest ID achieved by all searching TFs once all reconnaissance attempts against it are finished.

6.4. Movement and ID

6.4.1. A TF decreases its ID by one every Impulse that it expends an Operational movement point, whether or not it leaves its current Operational Hex. This applies even if the TF is Shadowed. If a TF at ID0 expends a movement point, it becomes Unidentified Force Present (U).

6.4.2. If a TF begins an Impulse in a non-Settled hex without an enemy TF or base, it becomes Unidentified and is removed from the map.

6.5. Combat and ID

6.5.1. Combat increases the ID level to ID4 during the battle; SSDs are known.

6.5.2. Ships entering Reserve Mode during the battle revert to ID3.

6.5.3. At the end of combat, TFs revert to ID3 after any desired final inspection of the SSDs.

7. SHADOWING

7.1. Overview

7.1.1. Shadowing allows continued contact with enemy TFs, improves the probability of gaining further ID information on a Shadowed TF, and improves the odds of successfully engaging it in combat.

7.2. Starting to Shadow

7.2.1. Upon a successful reconnaissance attempt, the successful TF may announce a Shadowing attempt against the TF that it conducted reconnaissance against.

7.2.2. The owner of the TF targeted by the Shadowing attempt announces its Operational Speed. If the TF attempting Shadowing can match the Operational Speed of the target TF, then Shadowing begins at the end of the current Reconnaissance Step. Otherwise, the Shadowing attempt fails, and the TF does not begin Shadowing.

7.2.2.1. The TF attempting to Shadow does not get to change its Posture as part of the Shadowing attempt. Therefore, any restrictions imposed by its Posture on its maximum Operational Speed affect and may preclude Shadowing (for example Warp Off, Cloak On, In-Port or In-Port but exiting).

7.2.2.2. The only Posture change that occurs is from Not Shadowing to Shadowing, and this occurs only after the Shadowing attempt succeeds.

7.2.3. There is no fuel requirement to start Shadowing. Lack of fuel may cause Shadowing to end on a subsequent Impulse, see below. This rule allows improved reconnaissance and attack success probabilities for at least the current Impulse if Shadowing begins.

7.3. Shadowing Effects

7.3.1. The Shadowing TF switches to the Operational Speed of the TF being Shadowed, and its fuel expenditures for all subsequent Operational moves earned on the Impulse chart are per the new (Shadowing) Operational Speed. The change in Operational Speed occurs when Shadowing begins at the end of the Reconnaissance Step.

7.3.2. Shadowing units move with the Shadowed TF, at its Operational Speed.

7.3.3. Reconnaissance attempts against a Shadowed TF succeed on an S result on Table 6, in addition to succeeding on other results as usual.

7.3.4. Attack attempts against a Shadowed TF succeed on an S result on Table 6, in addition to succeeding on other results as usual.

7.3.5. Attack attempts against a Shadowed TF that fail on the first die roll may be rerolled, so a 2nd attack attempt is always allowed against Shadowed TFs.

7.3.6. If the TF being Shadowed splits, the Shadowing TF may split and continue Shadowing any or all the new TFs as desired.

7.3.7. If the TF being Shadowed combines with another TF, the resulting TF is automatically still Shadowed.

7.3.8. A Shadowing TF may only conduct reconnaissance attempts against the Shadowed TF. This would be done to increase the ID level of the target TF. Shadowing continues if this Reconnaissance attempt fails.

7.3.9. A Shadowing TF may only conduct attack attempts against the Shadowed TF. Shadowing continues if the attack attempt fails.

7.3.10. If a Shadowed TF successfully attacks or is attacked, and the Shadowing TF retains its Shadowing status (for example it is not involved in the attack), then all TFs on the Shadowed TF's side that participate in the resulting Battle Sequence count as Shadowed at the start of the Battle Sequence. If during the Battle Sequence the Shadowed force reorganizes into multiple TFs for Withdrawal and Pursuit, the Shadowing TF may split to Shadow none, some, or all the resulting TFs. Any TFs not selected for Shadowing lose their Shadowed status, although it may in some cases be reestablished later in the same Battle Sequence.

7.4.   Cessation of Shadowing

7.4.1.   If a Shadowing TF successfully attacks, it loses Shadowing status. However, any other TFs attacking the same target TF at the same time in that step of the SOP get to complete their attack attempts with the benefit the Shadowing bonus. Furthermore, Shadowing might be (re)established subsequently during the resolution of the Battle Sequence as described below.

7.4.2.   If a Shadowing TF is successfully attacked, it loses Shadowing status. In this case, the loss of Shadowing status occurs immediately upon the success of the attack attempt.

7.4.3.   Shadowing TFs may cease Shadowing during the Plot Movement Step of the Impulse Procedure at the TF owner's discretion.

7.4.3.1.   The TF's Posture switches to Not Shadowing.

7.4.3.2.   The TF's Operational Speed may either stay at its Shadowing value, or switch to the value it plotted for the current Operational Turn.

7.4.3.3.   The Operational Speed selected above must be one the TF has sufficient fuel to sustain for the remainder of the Operational Turn, and that it can achieve given its Posture and damage level.

7.4.3.4.   If neither Operational Speed meets the criteria above, the TF switches to the highest Operational Speed that does meet both criteria.

7.4.3.5.   Changes to Posture and Operational Speed take effect immediately, during the Plot Movement Step.

7.4.4.   Shadowing ends automatically during the Plot Movement Step of the Impulse Procedure if the Shadowed TF will earn a movement point during the Impulse and either (a) the Shadowing TF has insufficient fuel for another hex of movement at the Shadowed TF's Operational Speed, or (b) the Shadowing TF cannot match the Shadowed TF's Operational Speed.

7.4.4.1.   The TF's Posture switches to Not Shadowing.

7.4.4.2.   The TF's Operational Speed switches to the value it plotted for the current Operational Turn, if the TF has fuel to sustain that Operational Speed for the rest of the Operational Turn and can achieve it given its Posture and damage level.

7.4.4.3.   If the plotted Operational Speed does not meet the criteria above, the TF switches to the highest Operational Speed that does meet the criteria.

7.4.4.4.   Changes to Posture and Operational Speed take effect immediately, during the Plot Movement Step.

7.5.   Shadowing Across Operational Turn Boundaries

7.5.1.   TFs that end an Operational Turn Shadowing an enemy TF have the option to continue Shadowing on the subsequent Operational Turn.

7.5.2.   During the Planning Step, after TF reorganization, any TF that has one or more units from the original Shadowing TF may set its Posture to Shadowing. If such TFs do not set their Posture to Shadowing, they obviously cease Shadowing.

7.5.3.   A legal Operational Speed must be plotted for a TF that continues Shadowing. The TF will revert to this Operational Speed if Shadowing fails (see below) and may revert to this Operational Speed if Shadowing succeeds but subsequently stops.

7.5.4.   After both players announce their TF organizations, the Non-Initiative Player must assign each of their Shadowing TFs to Shadow one opposing TF that contains one or more units from the original Shadowed TF. The Non-Initiative Player may also split his Shadowing TFs if the Shadowed TF has itself divided into multiple TFs. The Initiative player then does the same thing for his Shadowing TFs.

7.5.5.   These Shadowing reorganizations and assignments are announced.

7.5.6.   The TFs that are being subjected to Shadowing then announce their Operational Speeds for the upcoming Operational Turn.

7.5.7.   If a Shadowing TF cannot match the Operational Speed of its target TF (given Posture, damage, fuel, etc.), then Shadowing status is immediately lost, and the Shadowing TF reverts to its plotted Operational Speed. Otherwise, Shadowing proceeds normally.

7.5.8.   See the SOP for further details.

8.   COMBAT

8.1.   Overview

8.1.1.   Battles are conducted per the SFB rules. TFs in the same Operational Hex that conduct successful attacks create battles that are resolved as SFB scenarios.

8.2.   Combat and Reserve Mode

8.2.1.   All ships involved in a battle are in either Combat Mode or Reserve Mode.

8.2.2.   All ships not in Reserve Mode are in Combat Mode.

8.2.3.   Ships start in Combat Mode.

8.2.4.   Ships enter Reserve Mode only when they leave the battle via the Disengagement by Separation rules (C7.2).

8.2.5.   Ships in Reserve Mode count as ID3 for Withdrawal and Pursuit.

8.3.   Combat Restrictions

8.3.1.   Combat may only occur between TFs in the same Operational Hex.

8.3.2.   A TF may only make one attack attempt per Operational Impulse and may only target a single enemy TF with this attempt.

8.3.3.   A TF may not attempt an attack in an Operational Impulse if it itself has already been successfully attacked in that Impulse.

8.3.4.   TF Combat Fuel

8.3.4.1.   TFs may only attempt to attack if they have adequate fuel available to conduct combat.

8.3.4.2.   TFs expend the required combat fuel when they make an attack attempt or are successfully attacked.

8.3.4.3.   TF combat fuel expenditure occurs only once in an Operational Impulse, even if a TF both attempts an attack and is itself attacked by one or more opposing TFs.

8.3.5.   TF Combat Fuel Expenditure Exception for Original Defender TF

8.3.5.1.   Original Defender TFs are defined under Battle Initiation below.

8.3.5.2.   An Original Defender TF that did not attempt an attack of its own this Operational Impulse can employ the following procedure to reduce the combat fuel expenditure of its constituent units.

8.3.5.2.1.   This procedure must be used for any Original Defender TF unit that does not have enough fuel to pay the full combat fuel cost. Such units must reduce their Warp and AWR output to a level that results in a fuel cost that can be paid (down to zero).

8.3.5.2.2.   This procedure may be used for any Original Defender TF unit that does not wish to expend the full combat fuel cost for other reasons.

8.3.5.3.   The procedure for handling reduced fuel expenditure for units in the Original Defender TF is as follows:

8.3.5.3.1.   The player turns off any integer number of a unit's undestroyed Warp and AWR boxes.

8.3.5.3.2.   These boxes do not generate power for the SFB battle.

8.3.5.3.3.   In exchange, the ship's combat fuel expenditure is reduced by the ratio of the number of boxes turned off to the total number of undestroyed Warp and AWR boxes on the SSD prior to the start of the battle.

8.3.5.3.4.   The Original Defender's decision to adjust output power is made and announced prior to the shift to ID4 for combat.

8.3.5.3.5.   Warp and AWR damage during the battle is applied to the unpowered Warp and AWR boxes first. This is done for simplicity in record-keeping.

8.3.5.3.6.   Warp and AWR boxes may be turned back on during Energy Allocation of the 2nd or later turn of the SFB battle. In this case, the boxes again generate power, but additional fuel must be expended. If insufficient fuel is available, the systems may not be turned back on. The additional fuel expenditure is equal to the difference between what was already paid and what would have been paid, prior to the battle, for the new number of activated Warp and AWR boxes.

8.4.   <u>Battle Initiation</u>

8.4.1.   This procedure occurs during the Resolve Combat Step of the SOP when TFs from opposing sides are in the same Operational Hex.

8.4.2.   The Initiative Player decides if each of his TFs is going to prosecute an attack on one detected (ID0+) enemy TF or do nothing.

8.4.3.   If a TF is prosecuting an attack, roll on Table 6a-b as per the reconnaissance procedure. If successful, the TF conducts SFB combat against the target TF, proceed with the next step. If the target TF is being Shadowed and the first attempt to attack it fails, roll a second attempt on Table 6a-b and proceed if the second attempt is successful.

8.4.4.   If multiple Initiative TFs attack the same target TF, resolve all their successes and failures via the reconnaissance procedure before proceeding to the next step.

8.4.5.   After all Initiative Player attack attempts have been completed, the Non-Initiative player may similarly attempt attacks, but only with TFs that have not already been successfully attacked by the Initiative Player.

8.4.6.   Form SFB battles once all attack attempts have been rolled.

8.4.6.1.   A battle is formed from all Initiative TFs that successfully attacked a single Non-Initiative TF, plus all Non-Initiative TFs that successfully attacked one of the attacking Initiative TFs. The Initiative Player is the Attacker in these battles and the Non-Initiative player is the Defender. In this case, the Non-Initiative TF that was successfully attacked by the Initiative Player is defined as the Original Defender.

8.4.6.2.   A battle is also formed from all Non-Initiative TFs that attacked a single Initiative TF that did not itself successfully attack a Non-Initiative TF. The Non-Initiative player is the Attacker in these battles and the Initiative Player is the Defender. In this case, the Initiative TF is defined as Original Defender.

8.5.   <u>Battle Resolution Procedure</u>

8.5.1.   Proceed to resolve battles. Battles are resolved in the order desired by the Initiative Player. The resolution steps are as follows.

8.5.2.   Original Defender Combat Fuel Expenditures

8.5.2.1.   Ships in the Original Defender TF announce any reduction in their ships' Warp and AWR power output for the battle.

8.5.3.   Surprise Step

8.5.3.1.   Roll for Surprise of the Original Defender TF on Table 7.

8.5.3.2.   If the Original Defender TF is Surprised its ships start the SFB battle at WS-1.

8.5.3.3.   If not Surprised, the Original Defender TF ships start the SFB battle at WS-3.

8.5.4.   ID Increase Step

8.5.4.1.   All TFs have their ID increased to ID4. SSDs become known to both players.

8.5.5.   SFB Scenario Setup

8.5.5.1.   The map floats.

8.5.5.2.   All TFs are at WS-3, except possibly a Surprised Original Defender as above.

8.5.5.3.   Ships determine their status at the end of a notional turn zero, prior to the 1st turn of the actual SFB battle.

8.5.5.3.1.   Complete an energy allocation for turn zero (T0).

8.5.5.3.2.   Energy output is reduced by pre-existing damage and any Original Defender power output reductions. No Warp or AWR power is generated if the unit is in Warp Off status.

8.5.5.3.3.   Shields may be powered at minimum or full. This state is assumed to apply through the last impulse of T0.

8.5.5.3.4.   Units in Active Posture must power active fire control.

8.5.5.3.5.   Units in Active with undestroyed Special Sensors must power one of them.

8.5.5.3.6.   Units must provide power to weapons consistent with the weapon status they will have on Turn 1. For example, a WS-3 unit that intends to start Turn 1 holding heavy weapons must pay their holding cost or final turn arming cost on T0.

8.5.5.3.7.   Units in Cloak Posture must power the cloak on T0 and are cloaked on the last impulse of T0.

8.5.5.3.8.   Units in Passive or Cloak Posture have their active fire control off on the last impulse of T0 and do not have to power it.

8.5.5.3.9.   Compute the maximum speed of the unit on T0 based on the energy allocation and the restrictions above. The unit's maximum speed is the smaller of the Table 3b number based on Operational Speed and the number computed via the T0 energy allocation. This speed imposes acceleration limits on the unit for the first turn of the SFB battle.

8.5.5.3.10.   All units are assumed to have no lock-on to cloaked units, so the effective range to cloaked units is double the true range for purposes of Table 3a.

8.5.5.3.11.   Units without active fire control have no lock-on to any other unit, so they double the true range to other units to get the effective range for purposes of Table 3a.

8.5.5.3.12.   Only units in Active Posture that provided power to one special sensor count as Scouts for Table 3a.

8.5.5.4.   Deployment

8.5.5.4.1.   The Original Defender TF places one unit of their choice in the middle of the map.

8.5.5.4.2.   All other Original Defender units are then placed such that, for each unit and its detection range per Table 3a, every other unit in the TF is within that range. This effectively requires the TF ships to be grouped together. Example: in a TF composed of military and civilian ships in Active Posture, all military ships must be placed within 50 hexes of every other ship, while the civilian ships must be within 35 hexes of every other ship.

8.5.5.4.3.   The Attacker places the ships from each attacking TF subject to the following restrictions: (a) each unit in a TF must have every other unit in the TF within its Table 3a range, exactly as for the Original Defender above; (b) no Attacker unit may be closer to any Original Defender unit than the Original Defender unit's Table 3a range; (c) at least one unit from each Attacker TF must be placed at the Table 3a range of one or more Original Defender TF units; (d) units from different Attacker TFs must be outside each other's Table 3a range.

8.5.5.5.   Disengagement

8.5.5.5.1.   Disengagement is by separation only. Disengagement by Sublight Evasion and Acceleration are not used.

8.5.5.5.2.   The required separation distance is per (C7.2).

8.5.5.5.3.   Ships that accomplish disengagement switch to Reserve mode and may be able to escape via the Withdrawal and Pursuit procedure.

8.5.5.5.4.   Note the SFB turn on which they disengaged. This is used as part of Withdrawal and Pursuit. Also, note that these ships are treated as ID3.

8.5.5.6.   The battle continues until all units on one side, defined as the losing side, have been destroyed or captured, or have disengaged.

8.5.5.7.   If there are units in Reserve mode on the losing side, proceed to the Withdrawal and Pursuit Step. Otherwise go to the Post-Combat Procedure Step.

8.5.6.   Withdrawal and Pursuit Procedure

8.5.6.1.   The loser of the battle reorganizes his Reserve mode ships into TFs as desired and sets their Posture and Operational Speed. These TFs, Operational Speeds and Postures are announced. The TFs are at ID3.

8.5.6.2.   The winner then reorganizes his ships into TFs as desired, sets their Posture and Operational Speed, and assigns them as desired to the loser TFs from the step above. The TFs, Operational Speeds, Postures, and assignments are announced at the ID3 level.

8.5.6.3.   A winning TF may be assigned no losing TF, in which case it does not participate in the pursuit and moves to the Post-Combat Procedure.

8.5.6.4.   Posture and Operational Speed selections must be legal (sufficient fuel, adequate power, etc.) just as in the Planning Step of an Operational Turn.

8.5.6.4.1.   If the newly selected Operational Speed of a ship is higher than its prior Operational Speed, the ship pays an immediate fuel penalty equal to the difference between one hex of movement at the Operational Speed they were going prior to the battle and the newly selected Operational Speed. This is applied even though the new Operational Speed does not take effect until the following Operational Impulse.

8.5.6.4.2.   TFs may not select an Operational Speed unless all ships comprising the TF can afford the above fuel cost penalty.

8.5.6.5.   Any losing TF that does not have a winning TF assigned to it successfully withdraws. Its new TF organization, Operational Speed, and Posture apply for the rest of the Operational Turn, unless other events allow it to again change status.

8.5.6.5.1.   Changes to Operational Speed take effect on the next Operational Impulse for purposes of Operational movement.

8.5.6.5.2.   Changes to Posture and organization are effective immediately.

8.5.6.6.   Winning TFs not assigned to a losing TF retain their new TF organization, Operational Speed, and Posture for the rest of the Operational Turn, unless subsequent events allow them to again change status.

8.5.6.6.1.   Changes to Operational Speed take effect on the next Operational Impulse for purposes of Operational movement.

8.5.6.6.2.   Changes to Posture and organization are effective immediately.

8.5.6.7.   Any losing TF whose Operational Speed exceeds that of the assigned winning (pursuing) TFs successfully withdraws.

8.5.6.8.   Otherwise, for each winning TF assigned to a losing TF, the winning player now makes an attack attempt using the reconnaissance procedure as modified here. This represents a pursuit attempt. Both the just-selected Posture and Operational Speed of the two TFs apply for the following procedure.

8.5.6.8.1.   The losing TF counts as Shadowed if a TF not involved in the Battle Sequence was Shadowing the losing TF.

8.5.6.8.2.   For purposes of these reconnaissance rolls only, the target TFs are treated as being at the ID3 level, with the following modifications:

    8.5.6.8.2.1.   The ID level is reduced by one for every full 3 SFB turns that the preceding tactical battle lasted after the losing TF entered Reserve mode. A TF composed of ships that entered Reserve mode at different times is judged based on the time of the last ship to enter Reserve mode.

    8.5.6.8.2.2.   The ID level is increased by one for every level of Operational Speed by which the winning TF's Operational Speed exceeds that of the losing TF which it is pursuing. Impulse and Warp Crawl count as Operational Speed 0.

    8.5.6.8.2.3.   The minimum ID level after the above adjustments is U.

    8.5.6.8.2.4.   The maximum ID level after the above adjustments is ID3. However, if the net ID increase raised the ID above ID3, then consider the losing TF as ID3 and Shadowed. If already Shadowed, allow an additional (third) die roll for the attack attempt beyond the two already allowed for by the Shadowed status.

8.5.6.9.   For each successful pursuit reconnaissance attempt:

    8.5.6.9.1.   The losing TF ID is increased, per the usual rules.

    8.5.6.9.2.   The winning player may either declare Shadowing or create a new SFB battle between the losing TF (Original Defender) and the successful winning TFs (Attacker).

    8.5.6.9.3.   If a battle is created, all ships are placed in Combat mode. Defender ships may operate with reduced power output based on fractional combat fuel expenditure, as previously described. Ships that have already paid combat fuel do not have to pay it again.

    8.5.6.9.4.   Resolve all newly created SFB battles, then move to the Post-Combat Procedure.

    8.5.6.9.5.   Note there is a possibility that ships might disengage by separation several times in succession, creating a series of Withdrawal and Pursuit Steps.

8.5.7.   Post-Combat Procedure

8.5.7.1.   Once the SFB battle sequence is completely resolved, including the original battle and all battles created from it by subsequent Withdrawal and Pursuit Steps, execute the Post-Combat Procedure.

8.5.7.2.   TF organization, and the Operational Speed and Posture of said TFs, may be freely adjusted as follows:

    8.5.7.2.1.   among all winning ships, including any in Reserve, in the original battle, if there was no Withdrawal and Pursuit Step (defined as no losing side ships in Reserve, or no winner TFs assigned to try and pursue them);

    8.5.7.2.2.   among all winning ships, including any in Reserve, that were never assigned a withdrawing TF to pursue during the Withdrawal and Pursuit Step;

    8.5.7.2.3.   among all winning ships in TFs attempting pursuit of a single withdrawing TF, if the pursuit attempt fails, in the Withdrawal and Pursuit Step;

    8.5.7.2.4.   after completion of a Withdrawal and Pursuit Step battle that produced no further Withdrawal and Pursuit Step, among all winning ships that participated together in the battle, including those that entered Reserve during the battle.

    8.5.7.2.5.   Changes in Operational Speed apply starting on the next Operational Impulse.

8.5.7.2.6.   Changes in Posture and TF organization are effective
immediately.
8.5.7.3.   Post-combat repairs may be completed per the Repair rules.

8.6. Settled Hex Raids

8.6.1.   A Raid is a special type of attack conducted against a Settled hex, where
the Settled hex is treated in many ways as a TF. A campaign scenario may
allow Victory Points to be scored for successful Raids, or the removal of
Settled hex status via Raids. Such campaign-specific provisions provide
the only motivation for conducting Raids. The rules here are the
default, and specific campaign scenario rules may supersede and alter
them.

8.6.2.   The procedure for conducting a Raid follows. It parallels the usual
Reconnaissance and Attack procedures.

8.6.2.1.   A TF in an enemy Settled hex must conduct a successful
Reconnaissance attempt against the Settled hex. This is done per
the usual Reconnaissance procedures.

8.6.2.2.   The Settled hex is always treated as being an initially
Unidentified (U) TF, in Good (1) Local Conditions, Active, and Warp
On. Shadowing and ID increases on the Settled hex work normally.

8.6.2.3.   Attack attempts must be conducted on the Settled hex per the usual
combat procedures, treating the Settled hex as an enemy TF.

8.6.2.4.   If one or more Attack attempts succeed, roll on the campaign
scenario's Raid Table to determine the setup of the Raid battle.

8.6.2.5.   Victory Points are scored as usual for damaging and destroying
enemy units in the Raid battle.

8.6.2.6.   In addition, if the attacker wins the battle, the Raid succeeds,
any specific Raid Victory Points are scored, and the Settled hex
status is adjusted per the rules for the campaign scenario.

8.6.2.7.   Only one Raid battle may be generated per Settled hex per
Operational Turn, and Raid VPs may only be scored once per
Operational Turn per Settled hex.

8.6.2.8.   The Settled hex immediately reverts to being Unidentified (U) and
not Shadowed after resolution of a Raid on an Operational Impulse
(successful Reconnaissance and Attack attempt, and resolution of
the resulting battle(s) and/or awarding of Raid Victory Points).

9. FUEL

9.1.   Each ship or base can carry one Fuel Point per undestroyed Warp and AWR box.

9.2.   Each ship or base can carry one Fuel Point per undestroyed Cargo box.

9.3.   Fuel Point expenditures are as described elsewhere in these rules.

9.4.   Unless otherwise specified in the scenario/campaign description, all units
begin fully fueled.

9.5.   If a ship does not have enough fuel to move an Operational Hex at its current
Operational Speed when the move is called for on the impulse chart, the player
must drop down to a lower Operational Speed for which there is adequate fuel
(the new speed may be either at or below the level for which fuel is
available). This new speed applies going forward. The change occurs during
the Plot Movement Step of the Impulse Procedure.

9.6.   Reconnaissance and combat attempts may not be declared if there is inadequate
fuel to support these actions, except as explicitly called out elsewhere in
these rules.

9.7.   If combat occurs and an Original Defender ship or base does not have adequate
fuel points for combat, it may turn off Warp and AWR boxes for the battle and
reduce its combat fuel expenditure proportionately. See the Combat section
for details.

9.8.   During an SFB battle, all ships reduce their stored fuel points to be equal to
the number of undestroyed Warp and AWR boxes they have remaining (if fuel
stores exceeded this amount to begin with, otherwise do nothing). This

happens immediately upon receipt of damage – subsequent repair of damage does not restore the fuel.

9.9.   Refueling may be accomplished as described in the Supply section. Generally, Supply Points can be converted to fuel and provided to units that need and can store additional fuel, and existing fuel points may be moved between units. These functions occur amongst ships in TFs that are in Logistics Posture, In-Port at a base, etc.

10.   **SUPPLY**
10.1.   **Overview**
10.1.1.   Units expend supplies for Operational purposes, e.g. movement costs fuel, and in SFB tactical battles, e.g. launching drones. Resupply occurs during the Tactical Logistics Step at the end of each Operational Turn, during which units can restock fuel, drones, shuttles, crew, and similar consumables. Resupply may occur if the unit is in a TF or In-Port with a unit carrying supplies and meets various other conditions. Supplies are represented by Supply Points, which are stored in Cargo boxes and converted into specific types of supplies at the instant of use. In addition, specific existing supplies (Fuel Points, Repair Points, drones, etc.) may be passed between units as part of the resupply procedure.

10.2.   **Supply Points**
10.2.1.   Supplies are represented by Supply Points.

10.2.2.   A unit may store up to one Supply Point in each of its undestroyed Cargo boxes.

   10.2.2.1.   As an exception, two Orion Cargo boxes are required to store one Supply Point.

   10.2.2.2.   During combat, if damage reduces a ship's storage capacity below the number of Supply Points it is carrying, the excess Supply Points are lost immediately.

10.2.3.   One stored Supply Point may be instantly expended for one and only one of the following purposes, after which it is gone:

   10.2.3.1.   provide one Fuel Point, i.e. enough to refuel one Warp or AWR box on an SSD, or to be stored as a Fuel Point in a Cargo box;

   10.2.3.2.   provide one Repair Point, either for immediate use in repairing an SSD box or for storage aboard a unit in a Cargo, Repair, or DAMCON box;

   10.2.3.3.   provide 8 spaces of drones or ADDs to drone or ADD racks – see below for elaboration on this rule;

   10.2.3.4.   provide 1 Crew Unit or 2 Boarding Parties or 2 Deck Crews;

   10.2.3.5.   provide 1 PPT;

   10.2.3.6.   provide 1 single-space shuttle – two Supply Points are required for a double-space shuttle;

   10.2.3.7.   provide 5 probes;

   10.2.3.8.   provide 4 large mines or 8 small mines or 8 transporter bombs;

   10.2.3.9.   provide 1 UIM;

   10.2.3.10.   provide 1 drogue;

   10.2.3.11.   provide a total of 12 fighter chaff packs or fighter pods in any combination; or

   10.2.3.12.   provide 2 fighter warp-booster packs.

10.2.4.   Specific items may not be converted back into Supply Points.

10.2.5.   Conversion of the Supply Point to another type of item is instantaneous at the point of transfer or use.

10.2.6.   Drone resupply requires elaboration due to the SFB (FD10.6) availability restrictions. Because a Supply Point can be converted into eight spaces of any drone type(s), and drones can be transferred between ships, the availability restrictions are applied at a global level.

   10.2.6.1.   Each nation computes the percentage of its total number of drone storage spaces at each availability level, across all its units in play, including drone racks, rack reload storage, Annex #7G carrier

special reload storage, and Annex #7N ship special reload storage. This calculation is based on the undamaged SSDs (damage is ignored).

10.2.6.2. The percentages computed above define the fraction of drone spaces that are allowed in inventory at each availability level for each nation.

10.2.6.3. A nation's drone inventory is defined as all the actual drones that it currently has across all its units, including in racks, rack reload storage, special reload storage (Annexes #7G, #7N), and/or stored in Cargo. These are the drones themselves, as distinct from drone storage space.

10.2.6.4. A nation's inventory of drones must be within the percentages calculated above at each availability level, if possible. That is, the total drone spaces in inventory of a given availability level, divided by the total drone spaces in inventory, must be less than or equal to the allowed percentage for that availability level. This is defined as compliance. It is irrelevant which unit has which drone, and which drones are in racks and which ones are in storage.

10.2.6.5. Compliance of the drone inventory with the allowed percentages is evaluated at two points:

10.2.6.5.1. first, after all conversions of Supply Points to drones are completed in the Tactical Logistics Step of the SOP; and

10.2.6.5.2. second, after reinforcements and transfers occur during the Administrative Step at the end of an Operational Period.

10.2.6.6. Conversions of Supply Points into specific drones must be done to achieve a compliant inventory, if possible.

10.2.6.7. The drone loadouts of reinforcement ships must be chosen to achieve a compliant inventory, if possible.

10.2.6.8. The conversion of Supply Points into specific drones is unconstrained so long as compliance is maintained.

10.2.6.9. If it is not possible to have a compliant drone inventory, then all Supply Point conversions and reinforcement ship drone loadouts must consist of General Availability drones until the inventory is again compliant.

10.2.7. The campaign scenario specifies Supply Point levels. There are two mechanisms: explicit and implicit supply.

10.2.7.1. In explicit supply, ships arrive on the map with Supply Points in their Cargo boxes, per the scenario description. These ships then explicitly move around and provide the Supply Points to other units using the resupply procedures.

10.2.7.2. In implicit supply, systems or bases simply receive a specified number of Supply Points per turn. These must be stored in empty, undestroyed Cargo boxes, Repair boxes (as Repair Points), or in DAMCON tracks (as Repair Points) on the base or on ships currently In-Port with it; any Supply Points in excess of these limits are lost.

10.3. Resupply

10.3.1. Resupply consists of the movement of Supply Points, Fuel Points, Repair Points, and specific consumables between units.

10.3.2. Various conditions, described later, must be met for a group of units to conduct resupply with each other.

10.3.3. Supply Points, Fuel Points, Repair Points, and/or specific items created from them that cannot be stored on the destination unit are lost.

10.3.3.1. Supply Points may be stored in empty Cargo boxes.

10.3.3.2. Fuel Points may be stored in empty Cargo boxes, or Warp/AWR boxes not already storing Fuel Points.

10.3.3.3. Repair Points may be stored in empty Cargo boxes, or Repair or DAMCON track boxes not already storing Repair Points.

10.3.3.4. Specific consumables may be stored in empty Cargo boxes. The quantity of an item that can be stored in a Cargo box is equivalent to the quantity that one Supply Point can be converted into, per the Supply Points section above.

10.3.3.5. Specific consumables may also be stored in their usual places on an SSD, up to the destination unit's SSD limit (e.g. drones in racks and reload storage, shuttles in the shuttle bay, and so forth).

10.3.4. Supply Points may be converted at the instant of transfer or use into a specific type of supply (Repair Point, Fuel Point, consumable).

10.3.5. Supply Points that can be stored in Cargo boxes on the destination unit may remain as generic Supply Points. Otherwise, Supply Points must be converted to specific items (Fuel Points, Repair Points, consumables) for the possessing unit during the Tactical Logistics Step of the SOP, with the specific items chosen at the owner's discretion.

10.3.6. Note new supplies effectively become available only during the Tactical Logistics Step of the SOP, even though they were notionally being transferred throughout the turn.

10.3.7. Resupply Plot and Grouping

10.3.7.1. Resupply is plotted during the Planning Step of the Operational Turn.

10.3.7.2. The plot must specify how the units that can resupply each other are grouped together. Note these same groupings apply for repair purposes.

10.3.7.2.1. Generally, one ship can dock to one other ship each Operational Turn.

10.3.7.2.2. One ship can dock to a tug per pod it is carrying per Operational Turn.

10.3.7.2.3. One ship can dock to a base per tractor beam/docking pod on an SB, BATS, BS, or similar type per Operational Turn (SB 6, BATS 3, BS 3).

10.3.7.2.4. Two ships can dock to other types of bases per Operational Turn (MB, FRD, commercial platform).

10.3.7.2.5. PFTs or ships carrying PFs on mech links may dock with their own PFs, in addition to docking with a base, or to one other ship.

10.3.7.2.6. None of the docked groups specified above may dock to any other units during the Operational Turn for resupply and repair purposes. For example, if two non-tug ships are docked together, neither can be docked to any other unit.

10.3.7.2.7. SFB rules for the docking capacity of bases and ships are superseded by the limitations herein.

10.3.7.3. All the units in a group can transfer supplies from one to another within the limitations of Table 4. Table 4 gives the total number of Supply Points (or equivalent amounts of other types of supplies) that can move between the units in an Operational Turn, going in any direction, i.e. to/from any unit in the group.

10.3.7.4. The plot must specify the number of Supply Points, Fuel Points, Repair Points, and other consumables being moved, the source ship/base, and the destination ship/base within each group.

10.3.7.5. It is not necessary to pre-specify what Supply Points are to be converted into, if anything, at their destination. This can be decided during the Tactical Logistics Step at the player's discretion.

10.3.8. In-Port Replenishment Method

10.3.8.1. TFs whose Posture is Logistics, and which are In-Port with a base at the start of an Operational Turn at Operational Speed 0, and

which remain In-Port for the whole turn, may conduct resupply to/from the base and to/from any ships within these TFs, within grouping limitations.

  10.3.8.2. TFs using this method use the Ship Docked to Base line on Table 4.

  10.3.8.3. A TF that plots In-Port replenishment and then conducts combat reduces the quantity of Supply Points (or equivalent) moved, per Table 4.

 10.3.9. Underway Replenishment

  10.3.9.1. A TF that declares Operational Speed 0 or Impulse Crawl and Logistics Posture can conduct resupply among the ships in the TF, subject to grouping restrictions.

  10.3.9.2. TFs using this method use the Ship to Ship line of Table 4.

  10.3.9.3. If the TF engages in reconnaissance, Shadowing, or combat, the resupply quantity is per Table 4.

 10.3.10. Internal Replenishment

  10.3.10.1. A ship carrying Supply Points in its own SSD boxes may freely convert these for the ship's own use during the Tactical Logistics Step.

11. **REPAIR**

 11.1. Repairs occur at three points in the sequence of play: during each SFB tactical combat scenario via the usual SFB Continuous Damage Repair (CDR) and Emergency Damage Repair (EDR) rules; immediately after each SFB battle series via CDR; and during the Tactical Logistics Step at the end of every Operational Turn via units with Repair boxes on their SSD. Repairs consume Supply Points via their conversion to Repair Points, which effectively represent spare parts, and require a certain amount of time to conduct. Repairs restore destroyed SSD boxes to full functionality, at a conversion rate of one Supply Point per SSD box. Here, the term CDR repair points will be used for the repair points discussed in the SFB tactical rules under CDR and (G17.0), to distinguish them from the Repair Points discussed in these Operational Rules.

 11.2. **Repair Points**

  11.2.1. One Supply Point may be converted to one Repair Point.

  11.2.2. Repair Points may not be converted back into Supply Points.

  11.2.3. Repair Points may be stored, transported, and shifted between units in the same way as Supply Points, except as modified herein, with each Repair Point being treated as a single Supply Point for these purposes. For example, one undestroyed Cargo box may store one Repair Point.

  11.2.4. Repair Points may also be stored in undestroyed Repair boxes.

   11.2.4.1. One Repair box on an SSD can store one Repair Point.

   11.2.4.2. Supply Points must be converted to Repair Points to be stored in Repair boxes.

   11.2.4.3. Repair Points stored in any/all Repair boxes on a given unit are available to repair SSD boxes on any other unit being repaired by the unit possessing the Repair box, per the rules on repairs during the Tactical Logistics Step.

   11.2.4.4. Repair Points stored in Repair boxes may be removed from the Repair box and moved to another storage location, such as a Cargo Box, DAMCON track, or Repair box on another unit.

   11.2.4.5. If damage reduces the number of Repair boxes below the number of Repair Points stored in the Repair boxes, the excess Repair Points are lost, such that the number of stored Repair Points again equals the number of undestroyed Repair boxes on the unit.

  11.2.5. Repair Points may also be stored in undestroyed DAMCON track boxes.

   11.2.5.1. A ship, base, or other unit can store Repair Points in its DAMCON track equal to the sum of the numbers on the undestroyed boxes of its DAMCON track.

11.2.5.2. Supply Points must be converted to Repair Points prior to storage in the DAMCON track.

11.2.5.3. Repair Points stored in the DAMCON track of a given unit may only be used for repairing SSD boxes on that unit.

11.2.5.4. Repair Points stored in the DAMCON track may not be removed for storage elsewhere. Once in the DAMCON track, they stay there until expended by the unit on self-repair for said unit.

11.2.5.5. If damage to the DAMCON track reduces the sum of its track numbers below the number of currently stored Repair Points, the excess Repair Points are lost, such that the number of Repair Points equals the sum of the numbers in the undestroyed DAMCON track boxes.

11.2.6. One Repair Point is consumed to fix a single destroyed SSD box and return it to full, normal operation. If no Repair Point is available, then no SSD box may be repaired. An available Supply Point, for example in a Cargo on the unit, may be converted into a Repair Point to satisfy this requirement. Note that other conditions must be satisfied to repair an SSD box; the consumption of a Repair Point is necessary, but not sufficient by itself to repair the box.

11.2.7. Unless otherwise specified by the Scenario, all ships start with their maximum capacity of Repair Points stored in Repair and DAMCON track boxes.

11.3. Repair Capacity

11.3.1. Repairs conducted via the Tactical Logistics Step procedure are limited only by available Repair Points, available Repair boxes to generate CDR points, and the number of Operational Turns spent on the repairs.

11.3.2. Each unit can self-repair SSD boxes equal to the sum of the numbers in its undestroyed DAMCON track boxes via CDR and EDR. Self-repair is by the usual CDR and EDR procedures, during and after each SFB battle, as discussed below, and one Repair Point is required and consumed for each self-repaired SSD box.

11.3.3. Once the allowed number of self-repairs has been used by a given unit, that unit may not conduct any more self-repairs until its self-repair capacity is restored.

11.3.4. Restoration of a unit's self-repair capacity is itself treated as a repair under the Tactical Logistics Step procedure. A unit with Repair boxes repairs another unit's self-repair capacity, or its own, at a cost of 125 CDR points per SSD box of restored self-repair capacity. As an exception to the normal procedures, no Repair Points are required for this restoration of self-repair capacity. However, the unit must still have Repair Points available aboard to use its restored self-repair capacity to fix its own SSD boxes.

11.3.5. Partial restoration is allowed. It is not necessary to restore all the self-repair capacity before any of it can be used.

11.3.6. The self-repair capacity associated with the number in a destroyed DAMCON track box cannot be restored until that DAMCON track box is itself repaired. Repair of the DAMCON track box itself is like that of any other SSD box, i.e. per the procedures below, including expenditure of a Repair Point.

11.3.7. If damage to the DAMCON track reduces the number of available self-repairs below the currently available number, the excess repairs are lost.

11.3.8. Unless otherwise specified by the Scenario, all ships start with their full self-repair capacity.

11.4. Repair Procedures

11.4.1. There are basically three repair procedures. The first two are CDR and EDR per the usual, or slightly modified, SFB rules. These are considered

Tactical Repairs. The third method represents Operational Repair and occurs during the Tactical Logistics Step of the sequence of play.

11.4.2.　For purposes of these repair rules, an SFB Battle Sequence is defined as the original SFB scenario created from a successful attack attempt, plus all subsequent SFB battles created during the Withdrawal and Pursuit Step stemming from the original SFB scenario.

11.4.3.　Powered shield repairs per SFB (D9.2) are used as usual during SFB scenarios. These do not require Repair Points. These repairs are considered Tactical Repairs.

11.4.4.　Campaign repairs per SFB (D9.4) are not used. The Tactical Logistics Step procedure replaces this rule.

11.4.5.　CDR repairs per SFB (D9.7) are used as usual during an SFB scenario with the following modifications. These are Tactical Repairs.

11.4.5.1.　An SSD box may only be repaired if a Repair Point is available aboard the unit and if there are unexpended repairs in the self-repair budget (per Repair Capacity above, the sum of the DAMCON track).

11.4.5.2.　Each CDR repair consumes a Repair Point and expends one of the allowed self-repairs. These expenditures only occur when an SSD box is fixed, and do not occur if a repair is started but not completed.

11.4.5.3.　The limit on the number of SSD boxes that may be repaired during a single SFB Battle Sequence is set by the highest undestroyed DAMCON track number at the start of the original (first) SFB scenario in that Battle Sequence.

11.4.5.4.　If damage reduces the sum of the DAMCON track below the number of available self-repairs, the excess repairs are lost.

11.4.5.5.　If damage reduces the sum of the DAMCON track below the number of stored Repair Points, the excess Repair Points are lost.

11.4.6.　EDR repairs per SFB (D14.0) are used as usual during an SFB scenario with the following modifications. These are Tactical Repairs.

11.4.6.1.　An SSD box may only be repaired if a Repair Point is available and if there are unexpended repairs in the self-repair budget of the unit.

11.4.6.2.　Each EDR repair consumes a Repair Point and expends one of the allowed self-repairs. These expenditures only occur when an SSD box is fixed, not by the mere attempt to repair the box.

11.4.6.3.　Reductions in available Repair Points and self-repair capacity due to the destruction of DAMCON track boxes for EDR are imposed only at the end of the turn, after the EDR procedure is completed.

11.4.7.　Immediately after the end of an SFB Battle Sequence, and prior to proceeding to the start of a new Battle Sequence, or to the next step in the SOP, units may complete the following Tactical Repairs.

11.4.7.1.　A unit may complete self-repairs up to the limit of its remaining self-repair budget and available Repair Points onboard the unit. These are done per the CDR rules.

11.4.7.2.　Shields are restored to full strength so long as at least one undestroyed, DAMCON ≥ 2 track box is available, and at least two points of power are available after life support costs are paid. These shield repairs are assumed to be powered repairs under SFB (D9.2) and do not consume Repair Points. The unit is allowed to repair power systems, and then use the power from those systems to support shield repair under this rule, all in the same post-battle repair step.

11.4.8.　SFB (G17.0) is not used during tactical battles.

11.4.9.　At the end of each Operational Turn, during the Tactical Logistics Step, the following procedures may be used for Operational Repairs. This is a modified version of the SFB (G17.0) rules.

11.4.9.1.   A unit may conduct Operational Repairs if the following conditions are met: the unit must have been In-Port at a base with Repair boxes for the entire Operational Turn, with its posture set to Logistics, at Operational Speed 0; or the unit must have been in a TF containing ships with Repair boxes for the entire Operational Turn, moving at Operational Speed 0 or Impulse Crawl, with its posture set to Logistics. See also the limitations on the number of units a given Repairing unit may service per Operational Turn.

11.4.9.2.   Each undestroyed Repair box generates one CDR repair point per Operational Turn. These CDR points can be used to repair SSD boxes on a docked unit under certain restrictions.

11.4.9.2.1.   A base may repair SSD boxes on one unit per tractor beam/docking pod per Operational Turn, and only the Repair boxes on the pod a unit is attached to may be used to generate repair points for said unit.

11.4.9.2.2.   A repair module may divide its repair points in any desired manner between units at either docking point adjacent to the module.

11.4.9.2.3.   A repair ship may only work on one unit per Operational Turn.

11.4.9.2.4.   An FRD may work on up to two units per Operational Turn.

11.4.9.2.5.   A tug with repair pods may work on one unit per repair pod per Operational Turn.

11.4.9.2.6.   A PFT may only use its repair boxes on PFs docked with it.

11.4.9.2.7.   The groupings of ships docked with bases, repair ships, tugs, FRDs, etc. are identical between resupply and repair. For example, if a ship is docked to a base for resupply during a given Tactical Logistics Step, it also occupies that docking position for purposes of repair, whether or not it needs repairs, and vice versa.

11.4.9.2.8.   A ship may be both resupplied and repaired during the same Tactical Logistics Step. The two procedures do not interfere with each other, other than that the groupings of docked ships and bases is required to be the same for both procedures.

11.4.9.3.   The number of generated CDR repair points required to fix an SSD box under this Tactical Logistics Step procedure is equal to the SFB Annex SFB Cost of Repair Chart value multiplied by 5.

11.4.9.3.1.   If an SSD box is not listed on the Cost of Repair Chart or covered in the SFB rules, use a cost of 50 unless otherwise noted herein. Note this 50-point cost includes the factor of 5 multiplier already, it does not need to be multiplied by 5 again.

11.4.9.3.2.   Restoration of a ship's self-repair capability costs 125 points per restored self-repair. Note this 125-point cost includes the factor of 5 multiplier already, it does not need to be multiplied by 5 again.

11.4.9.3.3.   Excess Damage boxes may only be repaired if all Hull SSD boxes have been repaired.

11.4.9.3.4.   The HET bonus box may only be repaired if all Hull and Excess Damage boxes are repaired.

11.4.9.3.5.   Repairs may not be used to restore a box representing a consumable, e.g. a PPT. Similarly, repairing a box that stores consumables does not replace the consumables themselves (this requires a Supply Point). For example, repair of a Shuttle or Drone box does not provide a replacement shuttle or load the rack with new drones.

11.4.9.3.6.   The factor of 5 multiplier applied to the Cost of Repair Chart value applies only to this Tactical Logistics Step repair procedure. When conducting CDR self-repair during an SFB

Tactical battle under (D9.7), the value on the Cost of Repair Chart is used without modification.

11.4.9.4. The number of CDR repair points that may be applied to an SSD box in a single Operational Turn is limited only by the number of repair points generated by the repairing unit and the docking restrictions above.

11.4.9.5. SSD boxes may be repaired in any order, but one box must be finished before the next box is started.

11.4.9.6. If CDR points are available to start a repair, but not complete it in an Operational Turn, the partial points may be carried forward into the next turn, and the repair may be continued. The points are lost if the repair process is not continued on the next Operational Turn.

11.4.9.7. Each repaired SSD box consumes one Repair Point when enough CDR points are accumulated to actually fix it, i.e. the Repair Point is consumed when the SSD box is restored, not when its repair begins. If a Repair Point is not available, the CDR repair points are lost.

11.4.9.8. Repair Points may come from any Repair or Cargo storage, and/or from converted Supply Points available on the repairing unit.

11.4.9.9. A unit may use its Repair boxes to repair itself under this procedure, except for PF Tenders, which cannot (their Repair boxes may only repair PFs).

11.4.10. If interrupted, reduce the achieved repairs as per the resupply rules; there is no carry-over in this case.

11.5. Refit Procedures

11.5.1. The Operational Repairs procedure above may be used to incorporate refits into a base hull ship.

11.5.2. Only SB, BATS, and FRD can conduct refits.

11.5.3. The ship must meet all the rules regarding eligibility for Operational Repair, and the refit must be available based on the ship type and year in service relative to the Campaign year.

11.5.4. The entire refit must be completed before any of it is considered present. The ship is considered inactive until the entire refit is done.

11.5.5. The normal CDR point requirements are not used.

11.5.5.1. Each SSD box added by the refit costs 125 CDR points to incorporate.

11.5.5.2. Each SSD box changed from one type to another (P2 to P1, Drone A to Drone B, and so forth) requires first, 125 points to remove the original system, and then 125 more points to install the new system.

11.5.5.3. If shield strength is being altered, it costs 250 points per shield being altered (per shield, i.e. #1-6, not per shield box).

11.5.5.4. Each SSD box that is altered in some way, for example increasing reloads without changing a drone rack type, still count as an SSD box being changed from one type to another.

12. OPERATIONAL AND TACTICAL MINEFIELDS

12.1. Minefield Overview

12.1.1. Operational minefields represent area harassment fields created at some distance from nearby bases and installations, but along likely transit routes. They are treated somewhat abstractly and have effects only at the Operational level of play, where they make attacks on enemy TFs transiting their hexes.

12.1.2. Tactical minefields are near installations, such that they appear on the SFB map during battles at the installation. These are handled purely at the tactical level by SFB per (M0.0) and have no effect at the Operational level.

12.1.3. The campaign description may specify Operational and/or Tactical minefields as being present, along with restrictions on their placement and creation.

12.1.4. Mines may be obtained at their Commander's Option cost out of force purchase points, or via conversion of Supply Points.

12.1.5. Mines may be stored on ships in mine racks, cargo boxes, or in ship inherent storage (e.g. transporter bomb storage, Romulan NSM storage).

12.1.6. Mines may be added to the Tactical minefield of a specific base, planet, or installation, or they may be used to create or increase the strength of an Operational minefield.

12.1.7. Mines provided to ships or added to a Tactical minefield are present and available for use in an SFB scenario involving the units to which the mines were allocated.

12.1.8. For a Tactical minefield at a base, planet, or fixed installation, records must be kept on the minefield layout (which mines are where on the tactical SFB map and how they are configured) once it is established. Allowed adjustments between tactical battles are per (M0.0).

12.1.9. Each base, planet, Settled hex, or other hex specified by the campaign scenario description on the Operational map can have one Operational minefield in it for each side, e.g. an Alliance and a Coalition minefield.

12.2. Minefield Strength

12.2.1. Each minefield has its strength tracked in mine points. The number of mine points in the field goes up when a minelayer adds mines to the field and goes down when either a minesweeper sweeps the field or the field attacks enemy TFs. A strength point maps to 200 large mines in SFB.

12.2.2. An Operational minefield whose strength is reduced to 0 is removed and has no further effect on Operational play.

12.2.3. Each player must record and track the strength and location of their Operational minefields.

12.3. Minefields as Task Forces

12.3.1. An Operational minefield is always in a separate TF by itself.

12.3.2. Its Operational Speed is always 0.

12.3.3. Its Posture is always Minefield.

12.3.4. It may not conduct reconnaissance, Shadow, or initiate attacks except as described under Minefield Effects.

12.3.5. It may not be Shadowed.

12.3.6. It provides ID level U on enemy TFs that enter its hex.

12.4. Minefield Identification

12.4.1. An Operational minefield is placed on the map and identified in the same manner as any other TF, except as modified here. See the Reconnaissance rules.

12.4.2. Operational minefields count as Passive and Warp Off.

12.4.3. A TF conducting reconnaissance against a minefield uses the Scout + 1 Other Ship Table if there is at least one minesweeper in the TF.

12.4.4. A successful reconnaissance against an Operational minefield (ID0 or greater) reveals the number of mine strength points in the minefield at the time of the reconnaissance.

12.4.5. The ID level of an Operational minefield does not decrease once achieved, until one or more additional mine strength points are added to it, at which point it reverts to ID level U.

12.5. Minefield Creation

12.5.1. Minefields may only be created in base, planet, and Settled hexes, whether friendly or enemy.

12.5.2. Minefields may only be created by TFs that include ships that can deploy large mines, e.g. minelayers, some Romulan ships, etc.

12.5.3. A TF in an Operational Hex allowed to have a minefield may add 1 point to the size of the friendly minefield in that hex through the following procedure.

12.5.3.1. The minelaying is plotted in the Plot Movement Step of the Impulse Procedure.

12.5.3.2. The TF must expend a movement point earned on the Impulse chart without leaving the hex.

12.5.3.3. The TF must expend Minelaying fuel per Table 1.

12.5.3.4. The TF must have and expend 200 large mines from minelaying ship(s) of the TF.

12.5.3.5. The TF may not conduct reconnaissance during the Impulse.

12.5.3.6. The TF may not attempt attacks or be successfully attacked during the Impulse.

12.5.3.7. The mines and fuel are not expended, and the strength of the minefield is not adjusted, if the TF conducts reconnaissance, attempts an attack, or is successfully attacked during the Impulse.

12.5.3.8. If all conditions are met, the player updates the records on the strength of the minefield, and the increase takes effect during the Minefield Step at the end of the Impulse per the SOP.

12.5.3.9. If 200 large mines are not available in a single Operational Impulse, the field may be built up over multiple Impulses and Operational Turns by repeating this procedure (records must be kept), but the field does not get placed and has no effect until the 200-mine threshold is reached.

12.5.3.10. The minefield is treated as a TF that split from the minelaying TF. Therefore, the minefield will start at the ID level of the minelaying TF.

12.6. Operational Minefield Removal

12.6.1. Once placed, minefields are only removed as described herein.

12.6.2. At the end of each Operational Turn during which the minefield attacked one or more enemy TFs, the strength of the Operational minefield is reduced by 1. See the SOP.

12.6.3. A TF may attempt to sweep an Operational minefield. To do this, the TF makes an attack attempt against the minefield TF. This attempt is treated as any other attack attempt except as noted herein.

12.6.3.1. The TF must have and expend the Minesweeping fuel cost per Table 1. The combat fuel cost is not paid.

12.6.3.2. A successful attack attempt reduces the strength of the minefield by 1.

12.6.3.3. If a TF sweeping a minefield has minesweepers in it, each minesweeper allows an additional attack attempt roll to be made, and the minefield strength is reduced by 1 if any of the attack attempts succeed (multiple successes still only reduce the minefield strength by 1).

12.7. Operational Minefield Effect

12.7.1. At the Operational level, a friendly minefield only affects enemy TFs, and is ignored by friendly TFs.

12.7.2. A minefield has no effect on bases, planets, or other immobile installations within its hex.

12.7.3. Each time a TF enters, exits, or expends a movement point in an enemy Operational minefield hex, it experiences 1D10 (1 to 10) mine attacks.

12.7.3.1. The number of attacks is reduced by the ID level of the minefield.

12.7.3.2. The number of attacks is reduced by one per uncrippled minesweeper in the target TF.

12.7.3.3. The strength of the minefield is added to the number of attacks.

12.7.4. Each mine attack is randomly allocated to a ship in the TF. A single ship may be subject to more than one mine attack under this rule.

12.7.5. Each mine attack succeeds on a 1D10 (1-10) roll ≥ 8.

12.7.6.   A successful mine attack inflicts 35 points of damage to a random shield on the ship to which the attack was allocated. Roll 1D10 to determine the shield # hit: 1-3 #1; 4-5 #2; 6 #3; 7 #4; 8 #5; 9-10 #6.

12.7.7.   A ship may increase the strength of the shield hit by the mine by up to the number of undestroyed batteries that it has, assuming it has nonzero power. The shield is assumed to be at full strength unless the ship used minimum or no shields to gain power for Cloaked or towed movement, in which case shields are at the plotted level. Any internals are resolved as a single, separate volley. The shield is considered to be restored immediately after all the mine attacks are resolved, so long as the ship has a nonzero DAMCON rating and at least 2 power.

12.7.8.   If one or more minesweepers is present in the TF, the player has the option to use them to screen the TF. If this option is taken then:

    12.7.8.1.   One mine attack is allocated to each minesweeper rather than being randomly assigned.

    12.7.8.2.   If there are fewer mine attacks than minesweepers, randomly allocate all the mine attacks among the minesweepers, one attack per minesweeper.

    12.7.8.3.   If the number of mine attacks equals or exceeds the number of minesweepers, each minesweeper is subjected to one mine attack, and any mine attacks left after this are randomly allocated among all the ships in the TF (including the minesweepers).

Table 1. Movement Costs and Notes

Operational Speed	Fuel Cost	Restrictions and Notes
Military Sprint, Speed 3	2 x MC per Op Hex	Warp Practical Speed ≥ 27
Military Cruise, Speed 2	1 x MC per Op Hex	18 ≤ Warp Practical Speed ≤ 26
Efficient Cruise, Speed 1	1/4 x MC per Op Hex	9 ≤ Warp Practical Speed ≤ 17
Warp Crawl, Speed 1/2	1/16 x MC per Op Hex	1 ≤ Warp Practical Speed ≤ 8
Impulse Crawl, Speed 1/2	0 per Op Hex	Impulse ≥ 1
Station Keeping, Speed 0	0	Mandatory for in-port TFs.
Reconnaissance	2 x MC	Cost to conduct Reconnaissance search.
Combat	4 x MC	Pay cost to attempt combat initiation or participate in combat; payment is per impulse.
Minelaying, Minesweeping	2 x MC	Cost to lay or sweep an Operational minefield.
Notes: MC = movement cost of SFB ship. Crawl moves 1 Operational Hex every second contiguous Operational Turn of Crawling. Warp practical speed means the practical speed achieved with warp engines only (do not count 1 hex from impulse). See main rules for computation of maximum Operational Speed for ships using cloaks and/or towing.		

Table 2. Impulse Chart

Impulse	Crawl (1/2)*	Efficient Cruise (1)	Military Cruise (2)	Military Sprint (3)
1	0	0	1	1
2	1	1	0	1
3	0	0	1	1
Notes: Crawl moves every second consecutive Operational Turn of Crawling. Impulse Crawl and Warp Crawl both use the Crawl column.				

Table 3. SFB Scenario Setup Parameters

Table 3a. Effective Range for Deployment		
Military Scout	**Military Non-Scout**	**Civilian, PF, Shuttle**
75	50	35

Notes: Entry gives the effective range at which each unit type can detect another unit. These values may be modified per Table 3c below.

Table 3b. Maximum SFB Tactical Speed Prior to 1st Turn		
TF Operational Speed	**Original Defender**	**Non-Original Defender**
Military Sprint, Speed 3	Max	Max
Military Cruise, Speed 2	Max	Max
Efficient Cruise, Speed 1	9	Max
Warp Crawl, Speed 1/2	1	Max
Impulse Crawl, Speed 1/2	1	Max
Station Keeping, Speed 0	0	Max

Notes: These speeds are interpreted as the maximum speed of the unit in the 32 impulses prior to the start of the 1st turn of the SFB battle, and hence may limit the speed plot of the unit during the first turn. Use the lesser of the listed speed and the maximum unit speed given damage, power available, voluntary power output reduction to conserve fuel, and Posture (Max refers to this value).

Table 3c. Posture Effects	
Posture	**Effect on TF Units**
Active	1. Cost of active fire control is counted for purposes of maximum speed determination prior to 1st turn. 2. To count as a Scout, a ship must also power at least one Special Sensor, and count this cost for purposes of maximum speed determination.
Passive	1. Passive fire control is used prior to 1st turn. 2. No lock-ons, so double true range to get effective range to other ships, and Scouts count as their base hull type (not as Scouts) for Table 3a deployment ranges. 3. No power needs to be allocated to active fire control or scout sensors for determination of maximum speed.
Cloaked	1. Units are Passive, as above. 2. Ships are assumed to be cloaked prior to start of 1st turn. Ships may continue to cloak on 1st turn. Opposing ships are assumed to lack lock-on to cloaked ships, so double true range for Table 3a purposes. 3. Determination of maximum speed must account for cost of cloak.
Warp Off	1. Ship does not count Warp and AWR boxes for power when computing maximum speed prior to 1st turn. 2. Warp and AWR boxes do not provide power on 1st turn of battle. 3. Boxes may be reactivated and provide power starting with Energy Allocation of 2nd or any later turn.

Table 4. Supply Transfer Rate

Impulse	Rate	Notes
Ship(s) Docked to Base*	No Limit	Per turn between the base and the ships, or between ships. Limited by the number of ships that can dock (1/tractor/base docking position). Only one ship per dock position per Operational Turn.
Ship to Ship	60 Supply Point Equivalent	Per turn per docked pair total in both directions. Ships may only participate in one docked pair per Operational Turn.
Notes: Plot intended transfers between all units. If interrupted on Impulse 1, nothing is transferred. If interrupted on Impulse 2, 1/4 is transferred, if interrupted on Impulse 3, 1/2 is transferred. * Use this for all non-ship facilities, for example FRDs.		

Table 5. Standard Victory Conditions

Item [1]	Victory Points (VPs) [2] Round Line Result to Nearest 0.5 Points	Notes
1. Ship Destroyed	+/- Economic BPV/60	[3]
2. Destroy Previously Crippled Ship	+/-0.5 x VPs for Destruction per #1-4	[4]
3. Cripple Previously Uncrippled Ship	+/-0.5 x VPs for Destruction per #1-4	[4]
4. Settlement Raiding	-1 per Raid	[5]
5. Command Points Expended	+/- 1 per Command Point	–
6. Ship Captured	+/-2 x Points for Ship Destroyed	
ALLIANCE VICTORY	**≥ +1 VPs per Two Operational Periods**	[6]

Notes:

[1] Other units, e.g. bases, are treated as ships of the individual unit's SC for VP purposes. The score for each ship is computed individually and then rounded to the nearest 0.5 point.

[2] VPs are tabulated immediately after a tactical battle ends. When added to the running total, Alliance VPs are positive and Coalition VPs are negative.

[3] These lines apply to destruction of previously uncrippled ships. See [4] below.

[4] Crippled status is defined per the SFB rules. Previously crippled and previously uncrippled refer to a ship's status at the *start* of a tactical battle, i.e. a ship that starts the battle already crippled is worth 1/2 the usual (previously uncrippled) points if destroyed, and no additional VPs are awarded for it if it only suffers additional damage short of destruction. A ship that starts the battle uncrippled and then becomes crippled is worth VPs equal to half its (previously uncrippled) destruction value. The values for destroying previously uncrippled ships are as per lines 1-4 of the table.

[5] VPs scored for a successful Raid on a Settled hex. This may only be scored once per Settled hex per Operational Turn, regardless of the number of TFs present.

[6] The Alliance player must average +1 or more net VPs per Operational Period (15 Days = 30 Turns) to win, over however many Operational Periods the campaign lasts.

Table 6a. Alliance Reconnaissance and Attack Table

TYPE	LOCAL CONDITIONS			
	1 (GOOD)	2 (MODERATE)	3 (POOR)	4 (TERRIBLE)
FORCE				
U	01-38	01-25	01-20	01-15
0	39-43	26-30	21-25	16-20
1	44-45	31-35	26-30	21-25
2	46-50	36-40	31-35	26-30
3	51-60	41-50	36-43	31-38
S	61-80	51-65	44-56	39-51
FAIL	81-100	66-100	57-100	52-100
SCOUT				
U	01-65	01-43	01-35	01-30
0	66-73	44-50	36-43	31-35
1	74-75	51-53	44-45	36-38
2	–	54-58	46-50	39-43
3	76-83	59-65	51-58	44-50
S	84-96	66-86	59-68	51-60
FAIL	97-100	87-100	69-100	61-100
ID				
+1	01-44	01-55	01-100	01-100
+2	45-84	56-88	–	–
+3	85-100	89-100	–	–
FLAG	01-15	01-15	01-15	01-15
TARGET CLOAKED	01-20	01-20	01-20	01-20

KEY: U or # = success if target ID equal or higher than result; S = success if target shadowed or in Settled hex.

Table 6b. Coalition Reconnaissance and Attack Table

TYPE	LOCAL CONDITIONS			
	1 (GOOD)	2 (MODERATE)	3 (POOR)	4 (TERRIBLE)
FORCE				
U	01–33	01–20	01–15	01–10
0	34–38	21–25	16–20	11–15
1	39–43	26–30	21–25	16–20
2	44–48	31–35	26–30	21–25
3	49–58	36–45	31–38	26–33
S	59–63	46–63	39–50	34–45
FAIL	64–100	64–100	51–100	46–100
SCOUT				
U	01–60	01–30	01–30	01–25
0	61–68	31–38	31–38	26–30
1	69–70	39–40	39–40	31–33
2	71–73	41–45	41–45	34–38
3	74–80	46–53	46–53	39–45
S	81–95	54–75	54–63	46–50
FAIL	96–100	76–100	64–100	51–100
ID				
+0	01–03	01–03	–	–
+1	04–40	04–63	01–100	01–100
+2	41–83	64–90	–	–
+3	84–100	91–100	–	–
FLAG	01–15	01–15	01–15	01–15
TARGET CLOAKED	01–20	01–20	01–20	01–20

KEY: U or # = success if target ID equal or higher than result; S = success if target shadowed or in Settled hex.

Table 6 Supplement. Search Adjustments

Condition	Consequence
Target TF Warp Off	Shift Local Condition Column 1 to Right
Target TF Passive	Shift Local Condition Column 1 to Right
Target TF Cloaked	Cloak Roll within Table 6 Range Fails Search
Search TF Passive	Shift Local Condition Column 1 to Right
Search TF Maximum Operational Speed* 3 2 1 1/2 0	Shift Local Condition Column: 0 to Right 1 to Right 2 to Right 3 to Right 4 to Right
Search TF Max Sensor Rating < 6	Pass Lock-On Roll vs. Max Rating or Fail Search
Column Shift Beyond Condition 4	1 Flag Roll per Shift Beyond Condition 4
Per Scenario Rules	Flag Roll within Table 6 Range Fails Search
*See rules for precise definition of maximum operational speed for this purpose.	

Table 7. Surprise Table

Condition	1D10 Roll Modifier
Local Condition 1 (Good)	−1
Local Condition 2 (Moderate)	+0
Local Condition 3 (Poor)	+1
Local Condition 4 (Terrible)	+2
Attacker Unidentified Force Present	+1
Attacker ID ≥ 0	−4
Attacker Warp On	−3
Attacker Cloaked	+3
Defender and Attacker Both Passive	+1
Defender Has Scout and Active	−3
Roll 1d10 (result of 1-10) and apply modifiers above. Final roll ≥ 7 results in Defender surprised.	

Table 8. Default Unit Classification and Notes

Category	Subtype	Definition
Military		
Warship	BB	$MC \geq 2$
	DN	$1 < MC < 2$
	CA	$MC = 1$
	CL	$1/2 < MC < 1$
	DD	$1/3 < MC \leq \frac{1}{2}$
	FF	$1/5 < MC \leq 1/3$
	PF	$MC \leq 1/5$
Tugs and Pods	TUG	Per SFB (R0.0) Warship Classification by MC of TUG Without Pods
	POD	Per SFB (R0.0) Warship Classification by MC (Towing Cost) of Pod
Support and Auxiliaries	All Auxiliaries (Any Auxiliary, Armed, Troop Transport, Fleet, Naval, Minelayer, Minesweeper, Q-Ship, Monitor)	Per SFB (R0.0) Warship Classification by MC Cost
Shuttles	Military Shuttles (Fighter, Heavy Fighter, Bomber, MSS, MRS, SWAC, GAS, etc.)	Per SFB
Bases	SB (6), BATS (3), MB (2), FRD (2)	(#) = # of External Docking Positions for Logistics
Other	DEFSATS, Planetary Defense Systems, and Any Skid, Ducktail, or Module with PFs, Fighters, Torpedo- or Drone-Type SSD Boxes, or Barracks	
Civilian		
Ships	Any Not in Military (e.g. F-L, F-S, Civilian)	Per MC as Above
Shuttles	Any Not in Military (Administrative, Prospecting, etc.)	
Bases	BS (3), Platforms/Stations (2)	
Other	Any Non-Military Skid, Ducktail, Module	

Notes

Ships may dock with one other ship during an Operational Turn for Logistics purposes. Tugs may dock with one ship per pod.

1. Preparatory Step - Prior to Operational Period (Start of 15 Day Window)
     a. Alliance Rolls for Special Conditions 1D100 (01-100)
     b. Alliance Rolls for Random Event 2D10 (0-18)
     c. Coalition Rolls for Special Conditions 1D100 (01-100)
     d. Coalition Rolls for Random Event 2D10 (0-18)
     e. Announce Special Conditions and/or Random Events if Required
     f. Plot Special Conditions and/or Random Events to Execute this Operational
        Period if Required
2. Operational Turns (1/2 Day, Repeat Until Operation Ends, 15 Days = 30 Operational
   Turns)
     a. Planning Step
          i. Form Task Forces
                1. Assign Units to TFs
                2. Set TF ID Based on Constituent Units
         ii. Set TF Postures
        iii. Set TF Speeds (Limited by Posture, Damage, Fuel)
         iv. Set Logistics Plan for Logistics Posture TFs
                1. Specify Groupings of Ships, Bases
                2. Specify Quantity, Source, and Destination of Supply Points,
                   Repair Points, and/or Specific Consumables
                3. Specify Allocation of CDR Repair Points and Consumption of Supply
                   and Repair Points for Repairs
          v. Announce TF Reorganizations as Appropriate for ID Level and Posture
         vi. Resolve Continuation of Shadowing from Prior Operational Turn
                1. Non-Initiative Player Assigns Shadowing TFs to TFs Reorganized
                   from Originally Shadowed TF, and May Split Shadowing TFs
                2. Non-Initiative Player Announces Shadowing TF Assignments and
                   Reorganization at ID Level
                3. Initiative Player Assigns Shadowing TFs to TFs Reorganized from
                   Originally Shadowed TF, and May Split Shadowing TFs
                4. Initiative Player Announces Shadowing TF Assignments and
                   Reorganization at ID Level
                5. Shadowed TFs Announce Their Operational Speeds
                6. Shadowing TFs Unable to Match Shadowed TF Operational Speed Lose
                   Shadowing Status (Announced)
        vii. Determine New Initiative Player – 1D6 (1-6), High Roll Wins, Alliance
             Wins Ties
     b. Conduct Operations Step (Impulse Procedure, Repeat for 3 Impulses)
          i. Plot Movement Step
                1. Plot Start and End Hexes for TFs Earning a Movement Point
                2. Plot Minelaying
                3. Plot Towing Start/Stop
                4. Plot Voluntary Cessation of Shadowing and New Speed;
                5. Plot End of Shadowing for TFs with Inadequate Fuel or Operational
                   Speed, and Plot New TF Operational Speed
                6. Shadowing Ends for TFs in 4-5 Above, Speed Change Takes Effect
                7. Expend Fuel for This Impulse's Movement
                8. Expend CPs per Scenario Rules
         ii. Move Initiative Player and Shadowing Enemy TFs
                1. Move per Impulse Chart
                2. Reduce ID of Moving TFs
        iii. Announce Detections Post-Move for All TFs Located in Hexes with Enemy
             TFs, Settled hexes, Bases
         iv. Conduct Operational Minefield Attacks
          v. Reconnaissance Step, Repeat for Each Detection Hex:
                1. Initiative Player Selects Hex
                2. Non-Initiative Player Announces All Reconnaissance Attempts in
                   Hex: Specify All TFs Conducting Reconnaissance and Their Target
                   TFs
                3. Initiative Player Announces All Reconnaissance Attempts in Hex:
                   Specify All TFs Conducting Reconnaissance and Their Target TFs

4. Expend Fuel for All TFs Conducting Reconnaissance
5. Roll for Local Conditions in Hex if Not Already Determined (Roll at Most Once per Hex per Impulse)
6. Non-Initiative Player Resolves Reconnaissance, Repeat for Each Target TF:
   a. Repeat for Each TF Conducting Reconnaissance vs. Target TF:
      i. Roll to Determine Success (Table 6, Players Reveal Relevant Posture Information), Including Flag and Cloak Effects
      ii. If Successful, Roll for ID Increase, and (Possibly) Gain ID Information on Target TF, Note ID Level is ID Value at Start of Reconnaissance Step + ID Increase for This ID Increase Roll Only
      iii. If Successful, Reconnoitering TF Has Option to Declare Shadowing - Resolve Success or Failure of Shadowing Attempt
   b. After All Reconnoitering TFs Complete Success Checks vs. Target:
      i. If Shadowing Declared and Successful, Target TF Gains Shadowed Status, and Declaring TFs Gain Shadowing Status
      ii. Target TF ID is Increased to (ID Value at Start of Reconnaissance Step + Maximum ID Increase Rolled Against It Over All Reconnaissance Attempts in This Reconnaissance Step)
7. Repeat Step 6 for Initiative Player
vi. Combat Step, Repeat for Each Hex with Opposing Forces Present
   1. Initiative Player Selects a Hex
   2. Initiative Player Announces All Attack Attempts in Hex: Specify All TFs Conducting Attack Attempts and Their Target TFs, Expend Combat Fuel for TFs Attempting Attack
   3. Repeat Each Target TF in Hex:
      a. For Each Announced Attacking TF vs. Target TF
         i. Roll to Determine Success (Table 6), Including Flag, Cloak, and Shadowing Effects, Local Conditions are per Reconnaissance Step Roll Unless Special Circumstances Apply (e.g. Target is Base)
         ii. If Successful, Add TF to Forces for Battle Sequence
      b. Targeted TF Loses Shadowing Status if Successfully Attacked
      c. Successful Attacking TFs Lose Shadowing Status
   4. Non-Initiative Player Announces All Attack Attempts in Hex by Player's TFs Not Already Successfully Attacked: Specify All TFs Conducting Attack Attempts and Their Target TFs, Expend Combat Fuel for TFs Attempting Attack
   5. Repeat Each Target TF in Hex:
      a. For Each Announced Attacking TF vs. Target TF
         i. Roll to Determine Success (Table 6), Including Flag, Cloak, and Shadowing Effects; Local Conditions are per Reconnaissance Step Roll Unless Special Circumstances Apply (e.g. Target is Base)
         ii. If Successful, Add TF to Forces for Battle Sequence
      b. Targeted TF Loses Shadowing Status if Successfully Attacked
      c. Successful Attacking TFs Lose Shadowing Status
   6. Resolve SFB Battle Sequences, Repeat for Each Battle in Hex
      a. Initiative Player Selects One Initial Battle
      b. Original Defender Announces Fuel-Use Reduction
      c. Original Defender Expends (Possibly Reduced) Combat Fuel
      d. Roll for Surprise
      e. Increase All TFs to ID4
      f. Set Up and Conduct Initial SFB Scenario
      g. Withdrawal and Pursuit Step
         i. Loser Reorganizes TFs, Set Posture, Speed for Pursuit
         ii. Winner Assigns Pursuit TFs to Withdrawing TFs

      iii. Roll for Pursuit Attempts, and Determine TFs
        Withdrawing Successfully vs. Engaged in Pursuit
        Battle
      iv. Set Up and Conduct Resulting SFB Scenarios for Ships
        Successfully Pursued (Failing to Withdraw)
      v. Repeat Withdrawal and Pursuit Step (f) for Sequential
        Withdrawals via Disengagement by Separation
     h. Conduct Post-Combat Step
       i. Reorganize TFs, Set Posture, Operational Speed (See
        Rules)
       ii. Resolve Post-SFB Scenario Repairs
   vii. Move Non-Initiative Player and Shadowing Enemy TFs
      1. Move per Impulse Chart, Movement Plot Alterations Possible Due to
       Initiative Player's Moves, Reconnaissance, and Combat (See Rules)
      2. Reduce ID of Moving TFs
   viii. Repeat (iii) to (vi) Swapping Initiative and Non-Initiative Players
    ix. Minefield Step
      1. Minelaying Increases Strength of Operational Minefields
      2. Minesweeping Reduces Strength of Operational Minefields
  c. Tactical Logistics Step
    i. Adjust Ship SSDs for Repairs Conducted by Bases, Repair Ships
    ii. Adjust Records of Fuel Points, Repair Points, Supply Points, and
     Consumables Based on Resupply/Transfers
    iii. Reduce Strength of Operational Minefields that Conducted ≥ 1 Attack
     During the Operational Turn
3. Administrative Step (After the Operational Period)
  a. Confirmation Step — Reveal CPs Expended and Special Conditions or Random
   Events Resulting in VPs
  b. Victory Point Step — Total VPs
  c. Operational Logistics Step – Deliver New Supply Points to Non-Interdicted
   Bases and Any In-Port Ships with Empty Cargo Boxes
  d. Order of Battle Step – Select and Place Reinforcements per Campaign Schedule

PQ-17 CAMPAIGN

YEAR AND DURATION
Scenario Year: Y167
Duration: 22 Operational Periods (March 167 to January Y168)

MAP
A picture of the map follows. Settled hexes are indicated by heavy black outlines
(Kzinti), black shading (Klingon), and blue shading (Federation). Major bases are
marked. The red-shaded hexes represent the Mutara Nebula; these hexes always count as
having Terrible (4) local conditions, and in addition the SFB nebula rules apply for all
tactical battles in them.

ORDER OF BATTLE
The Order of Battle (OOB) is specified in terms of mandatory ships/bases, which must be
taken but do not count toward the listed force point totals, and points that the players
can use to purchase ships, refits, commander's options, etc. under various restrictions.

Unless otherwise specified, all units start with their cargo boxes full of Supply Points,
repair and DAMCON boxes full of Repair Points, all self-repairs available, full fuel for
both warp and AWR, and full standard consumables as included in the SFB BPV (e.g. admin
shuttles).

Purchases use the standard categories of Table 8, and are done under the following rules:

> **Purchase Rules**
> 1. Points allocated for purchasing Military Warships in each category per Table 8
>   must be spent on Military Warships that have an MC in the specified range for
>   that category, with the following modifications:
>   a. Any tug may be purchased with TUG points.
>   b. A tug may also be purchased with Military Warship points from the category
>   corresponding to the MC of the tug without pods.
>   c. Any tug pod may be purchased with TUG points.
>   d. A tug pod may also be purchased with Military Warship points from the
>   category corresponding to the towing cost (MC) of the pod.
>   e. In all cases, points from one Military Warship MC category may be spent for
>   units that use a lower-MC Military Warship category, but not vice versa.
>   f. Military Support & Auxiliary ships are purchased using Military Warship
>   points from the category corresponding to the ships' MC.
>   g. All unit categories other than those above, including Shuttles, Bases, Other,
>   and all Civilian types, may be purchased using the Military Warship FF
>   category points (or higher MC categories per above).
> 2. Points allocated to Civilian units must be spent on Civilian, not Military,
>   types.
> 3. All units are purchased at their Economic BPV value, plus any refits, drone
>   costs, and starting Commander's Options, using the appropriate points category
>   per (1) above.
>   a. The drone cost for a purchased ship is the maximum of these two costs:
>   i. the cost of the starting drone loadout actually selected, per the usual
>   SFB rules; or
>   ii. the cost of the general availability drone speed upgrade starting from a
>   Type-I-S drone, multiplied by the number of rack spaces on the ship.
>   b. Note that under the campaign rules, Supply Points and refit procedures may be
>   used to provide refits, drones, and Commander's Options after purchase
>   without paying OOB points.
> 4. Points not expended in each category may be accumulated and expended on later
>   Operational Turns within that same category.

> **Year in Service**
> Units must be available in Y167 per SFB Module G3.

Year in Service for Minelayers/Minesweepers
Any Minelayer/Minesweeper (MW/MS) with a year-in-service of Y168 or earlier according to Module G3 is available for this campaign in Y167.

Ship Variants
For Military Warships, Command hull variants may only constitute 1/3 of the total number of hulls present in the campaign in their Military Ship Category after ship purchases are complete for an Operational Turn. Round fractions up. The maximum number is evaluated separately for each nationality (Federation, Klingon, Kzinti, etc.). No command variants may be purchased if the fleet is in violation of this limit.

For Military Warships, specialized hull variants (CV, PFT, Scout, Drone Bombardment, Minesweeper, Troop Transport) may only constitute 1/3 of the total number of hulls present in the campaign in their Military Ship Category after ship purchases are complete for an Operational Turn. Round fractions up. The maximum number is evaluated separately for each nationality (Federation, Klingon, Kzinti, etc.). No specialized variants may be purchased if the fleet is in violation of this limit.

Base Restrictions
No SB, BATS, BS, or similar large installation may be purchased or built. Purchase and subsequent construction of MBs and other small bases/platforms is allowed, but note that they must be transported to their final location and constructed per the base construction rules.

Cargo and Supply Benefit
Ships purchased with initial or reinforcement points that have Cargo capacity start with all Cargo boxes filled with Supply Points.

Units purchased with initial or reinforcement points that have Cargo capacity may participate in the Base Resupply Convoy operation in their side's OOB (see below). In this case, the unit may enter/exit the map under the same restrictions as the Base Resupply Convoy. The unit may enter the map at most once and leave the map at most once each Operational Period. Every time the unit enters the map, its Cargo boxes are again filled with Supply Points. Victory Conditions 7, 8, 9, and 10 do not apply to such units. This provides a mechanism for increasing available Supply flow beyond that in the initial OOB.

Special Suicide Freighter
If stated in a Special Condition result, freighters of any type may be converted into suicide freighters as follows. This is plotted during the Planning Step of an Operational Turn. The freighter must be In-Port at a base and meet the conditions for being repaired and resupplied by the base. Its cargo boxes are loaded with explosives and its control systems are altered to make it into a suicide freighter. The same procedure can be used on any subsequent Operational Turn to convert the freighter back into a normal configuration. This process ties up one of the base's docking locations for each freighter being converted and requires one Supply Point be provided per cargo box on the suicide freighter. If insufficient Supply Points are available, only cargo boxes provided with a Supply Point count toward the explosion strength of the suicide freighter.

Federation OOB
1 x SB with 6 x Full Cargo Pods, 6 x Modules at Player Discretion, 6 x Standard
     Minefield Packages (Mandatory, SFB M6.2)
1 x BATS with 3 x Full Cargo Pods, 3 x Modules at Player Discretion, 3 x Standard
       Minefield Packages (Mandatory, SFB M6.2)
1 x SAMS, with 2 x Modules or Pods at Player Discretion, 2 x Standard Minefield
        Packages (Mandatory, SFB M6.2)
2 x DN (Mandatory)
   0 Points FED BB
   0 Points FED DN
1100 Points FED CA

```
  500 Points FED CL
 1800 Points FED DD
  450 Points FED FF
    0 Points FED PF
    0 Points FED TUG
    0 Points FED POD
```

1100 Points Civilian Freighter (Any Civilian Size/Variant with Cargo, Plus Skids
     and Ducktails)
     This represents the supply convoy bound for Kzinti space. An additional
     convoy of 1100 points is purchased every Operational Period, subject to the
     same restrictions above, and enters the left map edge on Operational Turn 1,
     with Supply Points in all cargo boxes. PQ-17 Victory Conditions 7, 8, 9, and
     10 apply to these ships and the original Supply Points in their cargo.

Base Resupply Convoy = Mix of F-S + F-L with 450 Total Cargo Boxes
     This represents the supply convoy for the SB, BATS, and SAMS. The ships
     enter on the first Operational Impulse of the first Operational Turn of each
     Operational Period in one or more TFs, anywhere on the trailing (left) map
     edge or rimward (bottom) map edge from 1722 to 1719 inclusive. The ships
     carry 450 Supply Points total in their cargo boxes. The cargo on these ships
     may be unloaded only at the Federation SB, BATS, SAMS, and/or any Federation
     base constructed during the campaign. PQ-17 Victory Conditions 7, 8, and 9
     do not apply to these ships and their cargo. The freighters must be exited
     to avoid VP penalties for Victory Condition 10, Failure to Return.

8 CP per Operational Period (No Accumulation)

Federation Deployment:
     SB in 1217 (Scapa Flow Fleet Base), Known, Good Local Conditions
     Operational Minefield Strength 4 in 1217
     BATS in 0419 (Aikashi Outstation), Known, Good Local Conditions
     SAMS in 0617 (Downbelow Station), Known, Good Local Conditions

     Aikashi Outstation: Patrol White 2 x CA (within 3 hexes)
     Downbelow Station: CL, 2 x DD
     Scapa Flow: 2 x DN, 4 x CA, CL, 12 x DD/FF

     Civ Freighters: Enter Trailing (Left) Map Edge Impulse 1, Turn 1 of Each
     Operational Period w/ Cargo Loaded in 1+ TFs
     Base Resupply Convoy: Enter Map as Above Impulse 1, Turn 1 of Each
     Operational Period w/ Cargo Loaded in 1+ TFs
     Other CL/DD/FF: Up to 2 hexes from Fed base or Fed Settled hex, or in Civ
     Freighter TFs.

     Rest as desired at Fed base or in Federation Settled hex.

     Federation must maintain Patrol White (2 x CA within 3 hexes of Aikashi
     Outstation) continuously during each Operational Period or pay a VP penalty
     during the period. The penalty does not apply during an Operational Period
     if either (a) a Coalition DN has been identified out of port, or (b) if a
     Coalition TF has entered a Federation Settled hex during the Operational
     Period.

Resupply:
     All cargo boxes start filled with Supply Points.
     All repair and DAMCON boxes start filled with Repair Points.
     All DAMCON self-repairs start available.
     All ships start fully fueled.
     SB, BATS, SAMS: via convoy 450 Supply Points/15 Days (30 Operational Turns)

Kzinti OOB
2 x BATS with 3 x Full Cargo Pods, 3 x Modules at Player Discretion, 3 x Standard
        Minefield Packages (Mandatory, SFB M6.2)
  0 Points KZINTI BB
  0 Points KZINTI CA
  0 Points KZINTI CL
300 Points KZINTI DD
800 Points KZINTI FF
  0 Points KZINTI PF
  0 Points KZINTI TUG
  0 Points KZINTI POD
500 Points ORION Mercenaries (Any MC, Maximum of 1 CA, 1 CL)

Kzinti Reaction Force
450 Points KZINTI CA
250 Points KZINTI CL, DD, FF

Base Resupply Convoy = Mix of F-S + F-L with 200 Total Cargo Boxes
        This represents the supply convoy for the Kzinti BATS. The ships enter on
        the first Operational Impulse of the first Operational Turn of each
        Operational Period in one or more TFs, anywhere on the Spinward (right) map
        edge from 0801 to 1201 inclusive. The ships carry 200 Supply Points total in
        their cargo boxes. The cargo on these ships may be unloaded only at the
        Kzinti BATS and/or any Kzinti base constructed during the campaign. PQ-17
        Victory Conditions 7, 8, and 9 do not apply to these ships and their cargo.
        The freighters must be exited to avoid VP penalties for Victory Condition 10
        Failure to Return.

2 CP per Operational Period (Accumulate Max 4)

Kzinti Deployment:
        BATS in 0806 (Murzank), Known, Good Local Conditions
        BATS in 1105 (Arzangel), Known, Good Local Conditions

        Orion Mercenaries enter on first Operational Turn on spinward map edge into
        Kzinti Settled hex.

        Reaction force enters on spinward map edge into Kzinti Settled hex on first
        Operational Turn after Klingon forces enter a Kzinti Settled hex.

        Base Resupply Convoy: enter Map Edge as above on Impulse 1, Turn 1 of each
        Operational Period in 1+ TFs with cargo loaded.

        Otherwise as desired between Kzinti Settled hexes, the BATS, and 0707, 0708.

Resupply:
        All cargo boxes start filled with Supply Points.
        All repair and DAMCON boxes start filled with Repair Points.
        All DAMCON self-repairs start available.
        All ships start fully fueled.
        2 x BATS: 200 Supply Points/15 Days (30 Operational Turns) Split as Desired
        Between 2 BATS

Klingon OOB

1 x BATS (Bastion) with 3 x Power Modules, 3 x Cargo Pods, 3 x Standard Minefield
                   Packages (Mandatory, SFB M6.2)
1 x SB (Kiel) with 6 Full Cargo Pods (Klingon 24 box), 2 x Power, 2 x Hospital, 2 x
             Barracks Modules, 6 x Standard Minefield Packages (Mandatory, SFB
             M6.2)
1 x C8 (Mandatory)
3 x F-AL, Any Desired Variants (Mandatory)
3 x L-Q (Mandatory)
   0 Points KLI BB
   0 Points KLI DN
1100 Points KLI CA
   0 Points KLI CL
2600 Points KLI DD
 400 Points KLI FF
   0 Points KLI PF
   0 Points KLI TUG
   0 Points KLI POD

Lyran Expeditionary Force
 500 Points LYRAN (Any MC, Maximum of 1 x CA, 1 x CL)

Base Resupply Convoy = Mix of F-S + F-L with 200 Total Cargo Boxes
     This represents the supply convoy for the Klingon SB. The ships enter on the
     first Operational Impulse of the first Operational Turn of each Operational
     Period in one or more TFs, anywhere on the Rimward (bottom) map edge from
     1701 to 1715 inclusive. The ships carry 200 Supply Points total in their
     cargo boxes. The cargo on these ships may be unloaded only at the Klingon
     SB, BATS, and/or any Klingon base constructed during the campaign. PQ-17
     Victory Conditions 7, 8, and 9 do not apply to these ships and their cargo.
     The freighters must be exited to avoid VP penalties for Victory Condition 10
     Failure to Return.

1 CP, +2 CP per Operational Period (Accumulate Max of 8)

Klingon Deployment:
     BATS (Bastion Forward Base) more than 3 hexes from Kzinti Settled hexes, xx09
     and spinward inclusive, and 12xx row and rimward inclusive, i.e. roughly the
     lower right quarter of the map. This base is unknown, with Terrible (4)
     local conditions.
     SB (Kiel Fleet Base) in 1715, Known, Good Local Conditions
     Operational Minefield Strength 4 in 1715

     1 x C8, 4 x CA (at SB, BATRON-N)
     3 x F-AL and 3 x L-Q (at SB, FLSG-N)
     5 x DD (at BATS or SB, DESRON-N)

     Base Resupply Convoy: enter on map edge as above on Impulse 1, Turn 1 of each
     Operation Period in 1+ TFs with cargo loaded.

     Others at the Kiel SB, the BATS, or as desired but not trailing of Kiel Base
     (deploy in xx14 and spinward).

     The C8 and 4 x CA at the SB may not leave the SB hex until at least one
     Federation warship with MC ≥ 1 is identified outside of a Federation Settled
     hex or base hex.

Resupply:
     All cargo boxes start filled with Supply Points.
     All repair and DAMCON boxes start filled with Repair Points.
     All DAMCON self-repairs start available.
     All ships start fully fueled.
     Bases: 200 Supply Points/15 Days (30 Operational Turns)

REINFORCEMENTS AND TRANSFERS

> ### Standard Reinforcements and Transfers
> See PQ-17 Campaign Reinforcement and Transfer Schedule. This calls out the number of points available for purchasing ships of various classes during each Operational Period (ships are purchased and placed during the Order of Battle Step at the end of the Operational Period). Transfers indicate ships that must be moved off map during the Operational Period to avoid VP penalties. In addition, some ships that leave via Transfer return later as part of the reinforcements list. Reinforcement and Transfer ships do not pay CPs for being out-of-port so long as they move directly to a (pre-plotted) base or exit hex. See the table's Notes section.

> ### Emergency Reinforcements and Transfers
> The Alliance may add up to 320 DD Points (Federation) to its reinforcements per Operational Period, at a cost of -1 VP per DD hull acquired. The Coalition may add up to 160 DD Points (Klingon) to its reinforcements per Operational Period, at a cost of +1 VP per DD. These selections are made during the Order of Battle Step and enter as would other reinforcements.

VICTORY POINTS AND CONDITIONS
See PQ-17 Victory Conditions Table.

COMMAND POINTS AND INITIATIVE
For the Federation and the Klingons, one CP must be expended per Operational Period for each DN and every two Cruisers (round fractions up) that are not In-Port at a Federation base for the whole Operational Period. As an exception for the Federation, no CPs need to be expended for the CAs in Patrol White to be out-of-port so long as they remain in their initial deployment area (within 3 hexes of Aikashi Outstation). CPs must be paid if they leave their deployment area.

For the Kzintis, 1 CP must be expended per Operational Period if any of their units are not In-Port at a Kzinti base. An additional Kzinti CP must be expended per hex entered beyond range 1 from their nearest base or Settled hex. No CPs are expended due to the Reaction Force and Orion Mercenaries being out-of-port during the Operational Period they enter the map, but they do pay the CP cost as above to be out-of-port during subsequent Operational Periods; these forces always pay the CP cost as above if their ships enter hexes beyond range 1 from the nearest Kzinti base or Settled hex.

Ships entering as reinforcements or moving off-map as transfers do not require the expenditure of CPs so long as they move directly to a pre-plotted friendly base or exit hex, respectively. See the PQ-17 Campaign Reinforcement and Transfer Schedule, note [3].

The Alliance starts with the Initiative.

FLAG
Searching TFs composed entirely of Kzinti ships are subject to the Flag rule.

SPECIAL CONDITIONS AND RANDOM EVENTS
See PQ-17 Special Conditions Table, and PQ-17 Random Events Table.

LOCAL CONDITIONS
See PQ-17 Local Conditions Table.

NOTES
FEDERATION/KZINTI: After the 0916 Spinward debacle, Star Fleet Command has moved additional forces into the area to protect convoys to Kzinti space. The Klingons are believed to have reinforced as well, and while they have not reconstructed their bases it is believed that (a) they may have a previously unidentified base in former Kzinti territory, meaning in the dead zone between the Kiel SB and the Kzinti Settled hexes; (b) they will continue to try and intercept convoys; and (c) they may conduct offensive operations into Federation or Kzinti Settled hexes.

The primary objective of these operations is to deliver supplies to the Kzinti. The secondary objectives are to destroy Klingon DSF assets, in particular heavy units, and to protect Alliance Settled hexes from raiding.

PQ-17 Victory Conditions

Item [1]	Victory Points (VPs) [2] Round Line Result to Nearest 0.5 Points	Notes
1. Klingon SC 2 Ship Destroyed	+2 x (Economic BPV/60)	[3]
2. Klingon SC 3 Ship Destroyed	+1.5 x (Economic BPV/60)	[3]
3. Federation SC 2 Ship Destroyed	-1.5 x (Economic BPV/60)	[3]
4. Other Ship Destroyed	+/- Economic BPV/60	[3]
5. Destroy Previously Crippled Ship	+/-0.5 x VPs for Destruction per #1-4	[4]
6. Cripple Previously Uncrippled Ship	+/-0.5 x VPs for Destruction per #1-4	[4]
7. Supply Points Delivered to Kzintis	+Total Supply Points Delivered/50	[5]
8. Supply Points Destroyed by Klingons	-Total Supply Points Destroyed/50	[5]
9. Failure to Deliver ≥ 12 VPs for Supply Delivery per #7 < 12 VPs for Supply Delivery per #7	0 -0.5 x (12 - VPs for #7)	[6]
10. Failure to Return	-0.5 per Surviving Freighter Not Exited	[7]
11. Klingon Settlement Raiding	-1 per Successful Raid	[8]
12. Command Points Expended	+/- 1 per Command Point	–
13. Ship Captured	+/-2 x Points for Ship Destroyed	
14. Failure to Transfer Ship	+/-1 x Points for Ship Destroyed	[9]
15. Patrol White Not in Place	-2	[10]
16. Emergency Reinforcements	+/-1 per Coalition/Alliance Ship Taken	
ALLIANCE VICTORY	≥ +30 VPs per Two Operational Periods	[11]

Notes:

[1] Other units, e.g. bases, are treated as ships of the individual unit's SC for VP purposes. The score for each ship is computed individually and then rounded to the nearest 0.5 point.

[2] VPs are tabulated immediately after a tactical battle ends. When added to the running total, Alliance VPs are positive and Coalition VPs are negative.

[3] These lines apply to destruction of previously uncrippled ships. See [4] below.

[4] Crippled status is defined per the SFB rules. Previously crippled and previously uncrippled refer to a ship's status at the *start* of a tactical battle, i.e. a ship that starts the battle already crippled is worth 1/2 the usual (previously uncrippled) points if destroyed, and no additional VPs are awarded for it if it only suffers additional damage short of destruction. A ship that starts the battle uncrippled and then becomes crippled is worth VPs equal to half its (previously uncrippled) destruction value. The values for destroying previously uncrippled ships are as per lines 1-4 of the table.

[5] Evaluate at the end of an Operation (15 Days = 30 Operational Turns) based on the total of the supply points delivered (or destroyed) during the 15 Day interval. Points must be already unloaded (not just in the base hex) at either Arzangel or Murzank to count for this item. If both BATS are destroyed or captured, supplies must be to Operational Hex 1001, where they may be offloaded in a single Operational Turn to implicit Kzinti freighters in that hex.

[6] For example, if 10 VPs are scored for supply delivery per item 7, the Alliance loses 1 VP for not reaching the 12 VP delivery threshold during that Operational Period (15 Days = 30 Turns).

[7] Undestroyed freighters that have not exited off the trailing map edge by the end of the Operational Period (15 Days = 30 Turns) *after* the Operational Period in which they entered penalize the Alliance by 0.5 VPs each. This is per ship purchased with Civilian freighter points in the scenario OOB. Freighters destroyed by enemy action do not count for this item, i.e. treat such freighters as if they exited.

[8] A Klingon TF in an Alliance Settled hex earns 1 VP for a successful Raid. See Raid rules. Only 1 VP per Operational Turn per Settled hex may be scored in this manner.

[9] Required transfers are in the scenario description. The listed victory point penalty is incurred for each required ship transfer that does not occur.

[10] No penalty if a Coalition DN has been identified out of port or Coalition TFs have entered Federation Settled hexes in the current Operational Period. Patrol White is 2xCA within 3 Operational Hexes of Aikashi Outstation.

[11] The Alliance player must gain at least 30 VPs per month (two Operational Periods) to win, over however many months the campaign lasts.

PQ-17 Local Conditions Table

Condition	Roll D%
1 Good	01-11
2 Moderate	12-59
3 Poor	60-78
4 Terrible	79-100
Roll once per hex per operational impulse.	

PQ-17 Raid Table

Die Roll (D%)	Result Without Explicit Opposition	Result with Explicit Opposition
01-40	Score VP	Explicit TFs + Convoy (15-44)
41-65	Score VP	Explicit TFs + Convoy (45-74)
66-80	Score VP	Explicit TFs + Convoy (75-104)
81-90	Score VP	Explicit TFs + Local Defense + Convoy (105-134)
91-00	Score VP	Explicit TFs + Local Defense + Convoy (105-134) + Base

Notes
1. This Table is used when a Settled hex is successfully attacked as part of a Raid. Roll a D% and cross reference the result with the appropriate column to find out what is present for the SFB battle resulting from the Raid.
2. Use the With Explicit Opposition column if one or more defending TFs at the Operational level joined the Raid battle via a successful attack on a Raiding TF that itself already successfully attacked the Settled hex. Otherwise use the Without Explicit Opposition Column.
3. A result of Score VP means no battle is formed, the Raid succeeds, and the VPs for a successful Raid are awarded. Otherwise, a battle is generated and the Raid succeeds and Raid VPs are awarded only if the Attacker wins the battle. VPs for capturing, damaging, and destroying enemy units in the battle are awarded as usual.
4. Explicit TFs refers to all the Operational TFs that joined the battle, including both the TFs that successfully attacked (Raided) the Settled hex and defending TFs that successfully attacked them afterward. All these are present in the battle, as usual.
5. Local Defense, Convoy, Base – These are forces not under player control at the Operational level that work in the Settled hex. They participate in the SFB scenario as part of the Original Defender TF, but they play no further part in the game after resolution of each battle (all their units are removed/discarded and not tracked at Operational or Tactical level).
6. Local Defense, Convoy, and Base units are selected one at a time from the PQ-17 Raid Force Selection Tables below. First roll D% to select the Category, then roll D% to get the unit Type. Only one Base is selected. Convoy units are selected until the total economic BPV of the Convoy units is in the stated range from the Table above (MM-NN). Local Defense units are selected until the sum of the combat BPVs of the Local Defense and defending Explicit TF units equals the combat BPV of the attacking Explicit TF units, or 50 BPV, whichever is larger. Refits, skids, ducktails, etc. may be added to any rolled unit at any point in the force selection process at the appropriate BPV cost. If the rolled Type BPV cost is too high to fit within the remaining Convoy or Local Defense budget, the defender may select another Type from the same Category that does fit within the budget; if no Type in the Category fits within the budget, reroll the Category and Type. Cease rolling when no Type will fit within the remaining points.

PQ-17 Raid Force Selection Table – Convoys and Bases

Category Roll	Category	Type Roll	Type
CONVOY			
01-10	General Heavy Freighters	01-50	F-OL
		51-00	F-OP
11-40	General Large Freighters	01-10	F-HL
		11-20	F-LL
		21-40	F-L
		41-50	F-PL
		51-60	F-RL
		61-70	F-SL
		71-80	F-TL
		81-90	STG
		91-00	UFL
41-80	General Small Freighters	01-10	F-HS
		11-20	F-LS
		21-30	F-PS
		31-40	F-RS
		41-50	F-S
		51-60	F-SS
		61-70	F-TS
		71-80	HTG
		81-90	TSS
		91-00	UFS
81-85	General Priority Transports	01-25	APS
		26-50	APT
		51-75	CUT
		76-00	EPT
86-90	General Fast Transports	01-00	FDX
91-95	General Free Trader	01-30	FT
		31-40	FTK
		41-50	FTP
		51-60	FTR
		61-70	FTT
		71-80	FTZ
		81-90	PT
		91-00	PTC
96-00	General Skiffs & Cutters	01-25	LB
		26-50	SK
		51-75	SSK
		76-00	MCR
BASE			
01-00	General Bases	01-04	BSC
		05-28	CCS
		29-52	CPL
		53-76	CPP
		77-00	SAM

Notes

1. Roll a D% to select the Category and then roll D% to select the Type of each Convoy unit. Select units until the total Convoy economic BPV is within the range specified for the battle. The defender may pick another Type within the rolled Category if the rolled Type does not fit within the BPV budget; if this is still not possible then reroll the Category and Type. Stop rolling when no Type will fit within the remaining budget. Refits, skids, ducktails, etc. may be purchased for any unit at any time in the force generation process for the appropriate BPV cost.
2. If a Base is called for, generate a single Base via a Category and Type roll – here it is effectively just a Type roll because there is only one Category.

PQ-17 Raid Force Selection Table – Local Defense, Federation

Category Roll	Category	Type Roll	Type
LOCAL DEFENSE			
01–35	National Guard	01–10	GCA or MON if Base
		11–40	GDD
		41–90	GFF
		91–00	GSR
36–70	Police	01–00	POL
71–90	Early Years	01–05	YDN or MON if Base
		06–10	YCC or MON if Base
		11–15	YCA or MON if Base
		16–25	YCL
		26–35	YCM
		36–45	YCS
		46–65	YD
		66–95	YFF
		96–00	YTG
91–00	Warp Refit	01–25	WCL
		26–50	WCM
		51–75	WSR
		76–00	WDD

Notes

1. Roll a D% to select the Category and then roll D% to select the Type of each Local Defense unit. Select units until the total Local Defense + defending Explicit TF combat BPV equals the attacking Explicit TF combat BPV, or 50 BPV, whichever is larger. The defender may pick another Type within the rolled Category if the rolled Type does not fit within the BPV budget; if this is still not possible then reroll the Category and Type. Stop rolling when no Type will fit within the remaining budget. Refits may be purchased for the appropriate BPV at any time for any rolled unit.
2. Early Years and Warp Refit units have been upgraded to Y167 technology. Their SSDs are used but they are not otherwise subject to the (Y0.0) rules.

Category Roll	Category	Type Roll	Type
LOCAL DEFENSE			
01–35	Local Defense	01–10	LCS or MON if Base
		11–40	LCD
		41–00	LFF
36–70	Police	01–00	POL
71–90	Early Years	01–05	YDN or MON if Base
		06–10	YCC or MON if Base
		11–15	YCS or MON if Base
		16–25	YSR
		26–35	YCL
		36–45	YCD
		46–65	YDF
		66–95	YFF
		96–00	YCG
91–00	Warp Refit	01–25	WCA or WCI
		26–50	WCL or WLI
		51–75	WDD
		76–00	WFF or WFI

Notes

3. Roll a D% to select the Category and then roll D% to select the Type of each Local Defense unit. Select units until the total Local Defense + defending Explicit TF combat BPV equals the attacking Explicit TF combat BPV, or 50 BPV, whichever is larger. The defender may pick another Type within the rolled Category if the rolled Type does not fit within the BPV budget; if this is still not possible then reroll the Category and Type. Stop rolling when no Type will fit within the remaining budget. Refits may be purchased for the appropriate BPV at any time for any rolled unit.

4. Early Years and Warp Refit units have been upgraded to Y167 technology. Their SSDs are used but they are not otherwise subject to the (Y0.0) rules.

Op. Period	Fortnight	Coalition		Alliance	
		Reinforcement	Transfer	Reinforcement	Transfer
1	March I	FF – 730	None	CA – 135 CL – 115 TUG – 100 DD – 160 FF – 430	1 CA, 2 ZIN FF IRONCLAD: 1 DD
2	March II	CA – 135 DD – 160 FF – 500	None	CA – 135 TUG – 100 FF – 170	CALENDAR: 1 CA, 2 DD
3	April I	DD – 80 FF – 310	1 FF	DN – 230 CA – 270 TUG – 200 DD – 320 FF – 300 ZIN FF – 160	2 DD
4	April II	None	1 FF	DD – 320 FF – 260	1 CA
5	May I	FF – 610	1 FF	CA – 135 TUG – 100 DD – 80 FF – 280 ZIN FF – 150 RETURN: CALENDAR 1 CA	None
6	May II	CA – 135 DD – 320 FF – 260	2 DD, 1 FF	FF – 60 ZIN FF – 50	1 FF
7	June I	FF – 620	None	FF – 380 ZIN FF – 120	1 FF HARPOON: 2 CL, 5 DD, 3 FF
8	June II	FF – 260	None	CL – 115 FF – 160 ZIN FF – 200 RETURN: HARPOON 1 CL, 4 DD, 1 FF	1 FF
9	July I	CA – 135 DD – 160 FF – 270	2 DD, 1 FF	FF – 260 ZIN FF – 200	1 CA, 2 FF
10	July II	FF – 150	None	FF – 100 RETURN: Op.P. (1) CA	None
11	August I	DD – 160 FF – 620	None	CA – 135 FF – 300	PEDESTAL: 1 DN, 3 CL, 8 DD, 2 FF
12	August II	FF – 50	2 FF	DN – 230 CL – 115 DD – 80 RETURN: PEDESTAL 8 DD, 2 FF	1 DN, 2 CA, 3 DD, 6 FF
13	September I	FF – 260	None	FF – 50 RETURN: Op.P. (4) CA	2 FF
14	September II	FF – 320	3 FF	FF – 180	1 FF
15	October I	FF – 510	3 FF	DD – 160 ZIN DD – 240 FF – 160	None

16	October II	FF – 150	1 DN, 1 CA, 1 DD, 1 FF	DN – 230 CL – 115	TORCH: 1 DN, 3 CA, 4 CL, 11 DD, 20 FF
17	November I	CA – 135 DD – 80	1 DD, 4 FF	RETURN: TORCH 2 CA	1 FF
18	November II	None	1 DD	DD – 80 FF – 60 RETURN: Op.P. (9) CA TORCH 1 DD	1 CA
19	December I	DD – 80 FF – 60	7 FF	FF – 240 RETURN: TORCH DN, 3 CL, 3 DD, 7 FF	1 CA, 1 FF
20	December II	None	None	DD – 80	None

Notes:
(1) Reinforcements are specified in Economic BPV points, and drones, refits, and Commander's Options must be paid for out of this budget. Points for a given ship class category may be spent on ships from a smaller category, e.g. CA points may be spent on DDs and FFs. Other types may be purchased with FF points. Unspent points may be retained and accumulated from turn to turn.
(2) Transfers are specified in numbers of hulls of the appropriate size. Larger hulls may be substituted without incurring victory point penalties for failing to transfer.
(3) All Coalition Reinforcement and Transfer units move on/off the map via the Kiel SB hex. All Federation Reinforcement and Transfer units move on/off map via the rimward Settled hexes of Federation territory 1719-1721. All Kzinti Reinforcement and Transfer units move on/off the map via the spinward Settled hexes of Kzinti territory 0801-1201. Reinforcements that would normally require CPs if not In-Port: (a) plot a base of their own faction as their destination during the Planning Step of their Operational Period of entry; and (b) after entering the map, always move to shorten the distance to the plotted destination until they reach it and go In-Port; (c) no CPs need to be expended for such units unless they decide to deviate from the requirements of (a) and (b). Transfers work the same way, save that an exit hex is plotted as the destination.
(4) Transfers must exit the map as described herein by the end of the Operational Period called out in this table in order to avoid Victory Point penalties per Table 5. Transfers that are not for a named operation may be in any condition and still satisfy the transfer requirement, so long as they exit the map prior to the end of the Operational Period. Transfers for a named operation (indicated by a name in ALL CAPS: under transfers, e.g. CALENDAR:, followed by the transfers required for the operation) must be undamaged with half or more of their fuel remaining in order to satisfy the transfer requirement.
(5) Reinforcements enter the map per (3) above on the first impulse for which they move during the Operational Period after the one in which the reinforcements are called out in this table. Note that the sequence of play puts the purchase of reinforcements at the end of an Operational period, so the forces are selected but do not enter the map until the following Operational period. Entry can be delayed for as long as desired by the owning player.
(6) All Alliance units not specifically indicated as Kzinti (denoted ZIN) are Federation ships.
(7) A larger hull than called for may also be used to satisfy transfer requirements; if this is done then the larger hull is returned in the event the transfer has a return, e.g. a named operation.
(8) Reinforcements may include returning ships from previous transfers, denoted RETURN:, which in the case of named operations may include subsets of the ships transferred for those operations.

Die Roll	Alliance Condition	Coalition Condition	Notes
01-07	Sector Mobile Reserves*	Operation REFORGER* Downbelow Must Go Down	<u>Sector Mobile Reserve</u> – Add TF with 3xDDF (CL31) to forces for the current Operational Period (arrive at map edge as reinforcements). May only get once per campaign scenario on this table row; treat subsequent 01-04 Alliance results as None. <u>Operation REFORGER</u> – On this or any subsequent Operational Period, the Coalition player may execute Operation REFORGER. On the Operational Turn it is executed, the Coalition player scores 5 VPs for scoring internal damage on Downbelow station the first time it is attacked during the Operational Period, plus double points for destroying, crippling, or capturing it. This result is available one time. Subsequent rolls are treated as None.
08-14	Sector Reserves	Coalition Convoy	<u>Sector Reserve</u> – Add TF with 3xDDG to forces for the current Operational Period (arrive at map edge as reinforcements). May only get once per campaign scenario on this table row; treat subsequent 01-04 Alliance results as None. <u>Coalition Convoy</u> – Add 1xE4B and 2xF-L with full cargo at Kiel. These F-L do not create an increase in resupply flow. If the F-Ls' cargo is delivered to any Klingon base > 3 Operational Hexes from Kiel, and/or to units In-Port at such a base, by the end of the Operational Period, the Coalition subtracts victory point equal to (undestroyed, full cargo boxes delivered/50 rounded to nearest 0.5). Alliance scores victory points equal to (full cargo boxes destroyed/50 rounded to nearest 0.5) for destroying all or some of this cargo.
15-21	Operation GALE FORCE*	Coalition Convoy	<u>Operation GALE FORCE</u> – The following apply: (a) during the Operational Period for which this condition was rolled only, the Alliance player scores 2 VPs if they conduct reconnaissance against Kiel SB so long as a net +3 ID level increase is accumulated across all reconnaissance attempts; (b) on any one but only one Operational Period between the Period on which this condition was first rolled and the end of the campaign scenario, during the Preparatory Turn, the Alliance player may secretly plot the GALE FORCE attack, in which case, during the first attack on Kiel SB that Operational Turn, the Alliance player receives an extra 10 VPs for scoring internal damage on any Coalition ship In-Port at Kiel SB or on the SB itself, and in addition any internals on the SB score VPs as if the SB was crippled, while VPs for actually crippling, destroying, or capturing the SB are doubled. Item (a) can be repeated every time this condition is rolled so long as Kiel SB has not been destroyed and it remains in Coalition hands. Item (b) is available once only. The Alliance player may configure suicide freighters for use in (b). <u>Coalition Convoy</u> – Add 1xE4B and 2xF-L with full cargo at Kiel. These F-L do not create an

			increase in resupply flow. If the F-Ls' cargo is delivered to any Klingon base > 3 Operational Hexes from Kiel, and/or to units In-Port at such a base, by the end of the Operational Period, the Coalition subtracts victory point equal to (undestroyed, full cargo boxes delivered/50 rounded to nearest 0.5). Alliance scores victory points equal to (full cargo boxes destroyed/50 rounded to nearest 0.5) for destroying all or some of this cargo.
22-28	Reinforcements	Reinforcements	<u>Alliance</u> – Place reinforcements for this Operational Period immediately rather than waiting until the Order of Battle Step at the end of the Operational Turn. <u>Coalition</u> – On first roll, receive D7C *Prinz Keugen* at Kiel immediately (this ship is not under deployment restrictions). On second and subsequent rolls, place reinforcements for this Operational Period immediately rather than waiting until the Order of Battle Step at the end of the Operational Turn.
29-35	Operation GEARBOX*	Operation WUNDERLAND*	<u>Operation GEARBOX</u> – The Alliance player receives 3 x Federation Tugs carrying 2 x MB pods, 2 x Cargo Pods, 2 x Repair Pods, fully loaded with Supply and Repair Points, and 1 x F-AL. The F-AL has 24 cargo boxes allocated to carry 2 x Power Modules, and the rest of its boxes hold Supply Points. These ships enter the map as if they were Federation reinforcements from the prior Operational Period. No CP expenditure is required to operate these ships. A tug can set up an MB during the Operational Logistics step of a turn on which its TF plots Operational Speed 0 and Logistics Posture, does not conduct reconnaissance, does not attack or get attacked, and is in the same Operational Hex as the 2 MB Pods. Both MB pods must be available to build the MB; other pods and modules may be incorporated at the same time so long as they are in the Operational Hex. The Alliance player may select the local conditions for the MB. The MB is unknown, with starting ID level equal to the level of the TF constructing the base at the time of construction. The Alliance scores VPs as follows for setting up the MB within 3 hexes of 0311. The MB consists of 2 x MB Pods, and up to 2 x Repair Pods, 2 x Cargo Pods, 2 x Power Modules. VPs are halved, round down, for any pod or module that is crippled – evaluate this as if the pod or module was a stand-alone unit: 2 x MB Pods (+1 VP per Pod) Per Other Pod or Module (+1/2 VP Each) The Coalition scores points as follows: MB Not Established (-2 VP)

The Tugs and F-AL must Transfer off map on the second consecutive Operational Turn after Operation GEARBOX is first rolled, or the VP penalty for Failure to Transfer applies. The ships may Transfer in any condition.

Operation GEARBOX may only be executed once. Subsequent GEARBOX results are treated as None.

Operation WUNDERLAND - The Coalition player receives 3 x Klingon Tugs carrying 2 x MB pods, 2 x Cargo Pods, 2 x Repair Pods, fully loaded with Supply and Repair Points, and 1 x F-AL. The F-AL has 24 cargo boxes allocated to carry 2 x Power Modules, and the rest of its boxes hold Supply Points. These ships enter the map as if they were Klingon reinforcements from the prior Operational Period. No CP expenditure is required to operate these ships.

A tug can set up an MB during the Operational Logistics step of a turn on which its TF plots Operational Speed 0 and Logistics Posture, does not conduct reconnaissance, does not attack or get attacked, and is in the same Operational Hex as the 2 MB Pods. Both MB pods must be available to build the MB; other pods and modules may be incorporated at the same time so long as they are in the Operational Hex.

The Coalition player may select the local conditions for the MB. The MB is unknown, with starting ID level equal to the level of the TF constructing the base at the time of construction.

The Coalition scores VPs as follows for setting up the MB within 2 hexes of 1009. The MB consists of 2 x MB Pods, and up to 2 x Repair Pods, 2 x Cargo Pods, 2 x Power Modules. VPs are halved, round down, for any pod or module that is crippled – evaluate this as if the pod or module was a stand-alone unit:
2 x MB Pods (-2 VP per Pod)
Per Other Pod or Module (-1 VP Each)

The Coalition scores points as follows:
MB Not Established (+4 VP)

The Tugs and F-AL must Transfer off map on the second consecutive Operational Turn after Operation WUNDERLAND is first rolled, or the VP penalty for Failure to Transfer applies. The ships may Transfer in any condition.

Operation WUNDERLAND may only be executed once. Subsequent WUNDERLAND results are treated as None.

| 36–42 | Operation GEARBOX* | Coalition Breakout* | Operation GEARBOX – See above. Coalition Breakout – On the current or any subsequent Operational Turn, but one time only, the Coalition may execute a breakout operation. This is secretly plotted during the Preparatory |

			Turn. During the Operational Period, Coalition deployment restrictions on DNs and CAs are removed, and the Coalition immediately receives 3xFD7 and 1xTGB (fully loaded, does not increase resupply flow) at Kiel. These enter as if they were reinforcements from the prior Operational Period. The Coalition scores 12 VP per DN and 5 VP per CA exited off the trailing edge of the map xx22 coreward of 12xx inclusive by the end of the Operational Period. Points are only awarded for uncrippled units with half or more of their Warp/AWR-stored fuel remaining (based on undamaged fuel capacity). Exited ships return as if they were reinforcements, entering on the xx22 map edge coreward of 12xx inclusive, during the Order of Battle step of the Operational Period after the one they exited on. Returning ships are missing an additional half of their Warp/AWR-stored fuel (based on undamaged fuel capacity). The 3xFD7 and 1xTGB must Transfer off (in any condition) by the end of the second consecutive Operational Period after the breakout was executed, or Failure to Transfer VP penalties apply. The breakout may only be rolled once. Subsequent breakout results are treated as None.
43-49	Operation GEARBOX	Coalition Convoy*	Operation GEARBOX – See above. Coalition Convoy – Add 1xE4B and 2xF-L with full cargo at Kiel. These F-L do not create an increase in resupply flow. If the F-Ls' cargo is delivered to any Klingon base > 3 Operational Hexes from Kiel, and/or to units In-Port at such a base, by the end of the Operational Period, the Coalition subtracts victory point equal to (undestroyed, full cargo boxes delivered/50 rounded to nearest 0.5). Alliance scores victory points equal to (full cargo boxes destroyed/50 rounded to nearest 0.5) for destroying all or some of this cargo.
50-56	Operation CLEAN SWEEP*	Operation SIZILIEN*	Operation CLEAN SWEEP - The following apply: (a) once this condition is rolled, the Alliance player scores 2 VPs on the first Operational Turn where the Klingon Bastion base is at ID3; (b) on any one but only one Operational Period between the Period on which this condition was first rolled and the end of the campaign scenario, during the Preparatory Turn, the Alliance player may secretly plot the CLEAN SWEEP attack, in which case, during the first attack on Bastion that Operational Turn, the Alliance player receives 5 VPs for scoring internal damage on Bastion, plus double VPs for crippling, destroying, or capturing it. Both (a) and (b) only apply once. The Alliance player may configure suicide freighters for use

			in (b). Treat this result as None if it is rolled again. Operation SIZILIEN - On any one but only one Operational Period between the Period on which this condition was first rolled and the end of the campaign scenario, during the Preparatory Turn, the Coalition player may secretly plot the SIZILIEN attack, in which case, during the first attack on Aikashi Outstation that Operational Turn, the Coalition player receives 5 VPs for scoring internal damage on the BATS, plus double VPs for crippling, destroying, or capturing it. DN and CA deployment restrictions are removed during the Operational Period the SIZILIEN attack is executed. The Coalition player may configure suicide freighters for use in the attack. This Operation is available one time. Treat subsequent rolls as None.
57-63	Agent Cobweb	Minelaying*	Agent Cobweb – Aikashi Outstation, Downbelow Station, and Scapa Flow count as Coalition Settled hexes for reconnaissance purposes only for the remainder of the campaign. This Special Condition is announced immediately when rolled. Minelaying – The Coalition player scores 1 VP per Operational Minefield strength point placed in any Alliance base hex this Operational Period, not to exceed 5 VPs in any one Operational Period.
53-64	None*	Port Strike	None – No special conditions. Port Strike - On any one but only one Operational Period between the Period on which this condition was first rolled and the end of the campaign scenario, during the Preparatory Turn, the Coalition player may secretly plot the Port Strike attack against either Murzank or Arzangel. In this case, during the first attack on the selected base that Operational Turn, the Coalition player receives an extra 5 VPs for scoring internal damage on any Alliance ship In-Port there or on the BATS itself, and in addition any internals on the BATS score VPs as if the BATS was crippled, while VPs for actually crippling, destroying, or capturing the BATS are doubled. Coalition deployment restrictions are removed for the Operational Period selected for the attack. This item is available twice. Treat subsequent rolls as None. The Coalition player may configure suicide freighters for use in the attack.
65-68	None	No Restrictions*	None – No special conditions. No Restrictions – Coalition deployment restrictions are not in effect for the Operational Period, i.e. the DN and CA forces at Kiel may leave port at any point the Coalition player desires (CPs must still be expended). A High Command Caution result on the Random Event Table is ignored (treat result as None for the current Operational Period).
69-92	None*	Coalition Convoy	None – No special conditions.

			Coalition Convoy – Add 2xE4B and 3xF-L with full cargo at Kiel. These F-L do not create an increase in resupply flow. If the F-Ls' cargo is delivered to any Klingon base > 3 Operational Hexes from Kiel, and/or to units In-Port at such a base, by the end of the Operational Period, the Coalition subtracts victory point equal to (undestroyed, full cargo boxes delivered/50 rounded to nearest 0.5). Alliance scores victory points equal to (full cargo boxes destroyed/50 rounded to nearest 0.5) for destroying all or some of this cargo.
93-00	None	Flotilla 5 Arrives*	None – No special conditions. Flotilla 5 Arrives – At any point during the Operational Period this was rolled, the Coalition Player may place a TF with 1 x F5C, 2 x F5B, 1 x F5DB in any Operational Hex on the rimward edge of the map, spinward of 1718 inclusive, during the Plot Movement step of any Operational Turn. Only available once. Subsequently this roll is treated as None.
Both Alliance and Coalition roll 1D100 at the start of each Operational Period. Special condition applies for the current Operational Period unless otherwise specified in Notes. * = +1 to Initiative rolls during the Operational Period for the side rolling the *.			

Dice Sum	Alliance Event	Coalition Event	Notes
0	Unexpected Residual Minefield	Unexpected Residual Minefield	Unexpected Residual Minefield – During the Operational Period, the player may select one enemy TF at ID level U or above. Execute a minefield attack on the selected TF during the Conduct Operational Minefield Attacks step. Treat the minefield as strength 0, ID0. If no TFs are at level U, treat result as None.
1	Elusive Target	Straggler	Elusive Target – One time during this Operational Period, the Alliance player may select a Coalition reconnaissance or attack attempt and change its result to failure. This occurs after the roll for the attempt. If applied to a multi-roll attack attempt (e.g. the target is Shadowed), all rolls are considered to fail. Straggler – The Coalition player may select one instance this Operational Period where an attack attempt on a TF with known freighters in it fails. The Coalition player may make one more attack attempt, and if it succeeds one randomly chosen freighter in the target TF is destroyed.
2	HF/DF (Huff Duff)	High Command Caution	HF/DF – Once during the Operational Period, pick one Coalition TF at ID level U or above, and increase its ID level by 1 to a maximum of ID3. This may be done during any reconnaissance step, at any point in that step (e.g. before or after other reconnaissance attempts). The ID increase applies immediately, so subsequent activities during the same SOP step use the increased ID level. High Command Caution – Coalition TFs may not attempt attacks against Alliance TFs at less than ID3 this Operational Period.
3	Port Reconnaissance	Port Reconnaissance	Port Reconnaissance – The player may score 2 VP once for conducting reconnaissance against any enemy base, so long as a net +3 ID level is achieved against the base TF. The reconnaissance may be accomplished over any number of Operational Turns during the Operational Period on which this is rolled. If rolled again, a new 2 VP opportunity exists, but a different base must be targeted, until all surviving, located bases have been targeted an equal number of times.
4	Port Reconnaissance	Port Reconnaissance	Port Reconnaissance – See above.
5	FIS-ULTRA Collection	Port Reconnaissance	FIS-ULTRA Collection – Coalition player must reveal one previously unrevealed, non-None Special Condition that has been rolled, and if it is being executed this Operational Period for Conditions with delayed implementation options. On subsequent rolls, the Alliance player may request either a previously unrevealed Special Condition, or to know if a previously revealed Special Condition with delayed execution is being executed this Operational Period. This is done after Planning Step of the current Operational Period.

			Port Reconnaissance – See above.
6	WHISKERS Collection	KIS-B Collection	WHISKERS Collection – The Coalition must reveal whether or not the Port Strike Special Condition has been rolled, and whether or not it is being executed this Operational Period. This is done after Planning Step of the current Operational Period. KIS-B Collection – Alliance player must reveal one previously unrevealed, non-None Special Condition that has been rolled, and if it is being executed this Operational Period for Conditions with delayed implementation options. On subsequent rolls, the Coalition player may request either a previously unrevealed Special Condition, or to know if a previously revealed Special Condition with delayed execution is being executed this Operational Period. This is done after Planning Step of the current Operational Period.
7	None	None	
8	None	None	
9	None	None	
10	None	None	
11	None	None	
12	FIS-ULTRA Collection	KIS-B Collection	See above.
13	FIS-ULTRA Collection	Port Reconnaissance	See above.
14	Port Reconnaissance	Port Reconnaissance	See above.
15	Port Reconnaissance	Port Reconnaissance	See above.
16	HF/DF	High Command Caution	See above.
17	Elusive Target	Straggler	See above.
18	Unexpected Residual Minefield	Unexpected Residual Minefield	See above.
Both Alliance and Coalition sum a 2D10 roll (0 counts as 0, result is 0 to 18) at the start of each Operational Period.			

PQ-17 Operational Map