

# GALACTIC CONQUEST

A *Star Fleet Universe* Campaign Engine



**VERSION 5C**  
By John D. Berg



# G A L A C T I C

## CONQUEST



By John D. Berg, Version 5C, 2014

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## **(A0.0) GENERAL RULES**

### **(A1.0) GENERAL ORGANIZATION**

**(A1.10)** All scenarios will be resolved using a statistical method of combat. It has similarities to *Federation & Empire*, but has been expanded to address the intricate detail of the campaign system itself. The decision to engage is determined via the admiral's orders. Once a scenario has been set up, a minimum of one round of combat must occur before any side may withdraw. If a legendary admiral (LA) (A12.10) is in the battle, the admiral may see the setup and then decide whether to engage or not. If the LA chooses not to engage, then it is considered a loss for (A1.15). Each unit in the game has an attack and a defense factor. See Statistical Combat (Appendix 1) for more details.

**(A1.15) Squadron Advancement:** A squadron (SQ) (A6.0) may not advance into another empire's territory if another SQ intercepts it. At this point, the attacker has two choices: either turn back to his own space or play out a battle. The winner of that battle has won control of that region of space. If the SQ in enemy territory wins, then it can advance. However if it loses, it would be forced to retreat. In cases where the battle occurs in neutral territory, then common sense will prevail in determining who is trying to advance. See bypass movement (BM) (D2.33) for an exception to this rule.

**(A1.20)** It would be to the player's benefit to have access to all *Star Fleet Battles* material.

### **(A2.0) SCENARIO REPORTS**

**(A2.10)** All scenarios will be coded with a historic date and time (in segments; see A7.10). Example: Battle ZZ54.11, which is a hex location (ZZ54) and a time (11th segment) in the turn when it took place. In addition, more than one battle may occur in the same hex at the same time. This is denoted with a letter after the segment. Example: ZZ54.11a.

### **(A3.0) COMBAT INTENSITY LEVELS**

**(A3.10) Battle Intensity (BI):** This is a way for an admiral to convey how hard to press an attack. It is stated in the admiral's orders by a BI level. The terms have a meaning to the admiral's captain regarding the manner in which he should fight; this is reflected in the Statistical Damage Chart (A10.20). The seven levels are: Suicidal, Charge, Pressed, Typical, Nominal, Regroup, and Evasion.

**(A3.20) Disengagement Intensity (DI):** This is a percentage the admiral assigns to all ships in case they see combat. This number tells the captain when he should disengage from battle for the turn. This damage can sometimes be projected before the NEXT round of combat, and disengagement may occur only if the projection will mathematically force that later disengagement. Since the DI is calculated for the turn, not each battle, if the admiral assigns 50%, that means the unit will stop fighting any/all battles within a turn when it reaches 50% losses. Example: Admiral Kerg wishes his 3xF5s to enter combat. He issues orders that their DI is 30%. In the actual scenario, whenever the defense value reaches 30% of the attacker's offensive total, the ships would be forced to disengage.

**(A3.25)** A captured ship is considered destroyed for determining DI.



## (A4.0) STATUS SHEET

**(A4.10) Status Sheet Notations:** Standard *SFB* ship codes will be used as much as possible. In addition to a ship's basic code (D7 or Federation CA), several other notations may be present. A ship with a poor crew will have a "p" after the code (Example: D7p). A ship with an outstanding crew will have an "o" after it; a ship with a green crew will have a "g." Computer-operated ships are designated with a "co" following the unit. A unit with (shock) appended is suffering from shock [see (C16.0)]. A ship carrying an MRS will have an "\*" per MRS carried. A percentage after a unit indicates its completion status. Example: D7(23%) is a D7 which is 23% finished. Units in "[ ]" have expended all their cargo as fuel. A unit with a number followed by "DF," all in "( )" indicates how many points of its defense factor (DF) it currently has lost. Example: D7(-13DF) is a D7 cruiser with 13 points off its DF. A unit that is crippled will have (crpl) after it. A subscript after the ship indicates the number of special sensors it has on board. Example: SC<sub>8</sub> is a scout with eight special sensors.

Some notations are placed after an entire squadron. In such cases its effect is for all units in the squadron. A number in "( )" after a squadron indicates how many turns it has been out of supply (C13.0).

**(A4.15) Fighters (FTRs):** A ship that carries fighters will have them listed next to the ship. This numerical data shows the number of each type of fighter that is on a ship. Example: C8V (8xZD, 16xZYC); this ship has eight ZD fighters and 16 ZYC fighters.

**(A4.151) Fighters** take one segment to deploy from storage, cargo, or stock. This can be done at any point in the turn as long as orders are issued.

**(A4.20) Fast Patrol Ships and Interceptors:** (These are collectively called "gunboats.") These units are generically abbreviated as follows: INT = Interceptors, PF = Fast Patrol Ships, and PF Flot = 4xPF + PFL + PFS. (The exact composition of a flotilla varies by empire; consult *SFB* for more information.) They will be listed after the ship they are on or at the end of the SQ of which they are a part.

**(A4.201) Gunboats** take one segment to deploy from storage, cargo, or spare status. This can be done at any point in the turn as long as orders are issued.

## (A5.0) THE MAP

The map is a generic representation of a portion of the Milky Way Galaxy. A single spiral arm is shown. For playability, it has been distorted into a more symmetrical shape. The map wraps around only along the east and west edges. A ship could move from MM17 to MM77 in one segment.

**(A5.10)** The game map should be read as follows: Hex locations are designated with a letter, then a number. The numbers follow a diagonal path from left to right. The letters indicate rows (B1 would be in the far southwest corner).

**(A5.20)** The edge of the spiral arm is marked on the map. It should be noted that this is as far as ships' normal movement can go. When special movement functions become available, it may be possible to navigate deep space.

**(A5.30)** Major empires are abbreviated as follows: F = Federation, G = Gorn, K = Klingon, L = Lyran, R = Romulan, X = Frax, T = Tholian, H = Hydran, Z = Kzinti, I = ISC, J = Jindarian, and S = Seltorian. Various other empires will have their own abbreviations which will be revealed at the time of discovery.

**(A5.35)** Admirals may use base numbers for giving locations. Please note that there is a significant difference between going to FSB1 as opposed to the hex in which it sits.

**(A5.36)** Some games may use a double-blind map.

## **(A6.0) SQUADRONS (SQ)**

**(A6.10)** Squadrons use a four- or five-character alpha-numeric code. The first character is the empire code, the second two or three characters are digits and represent the SQ number, and the last character is the fleet code for that SQ. (Exception: the strategic reserve uses the fleet code SR.) The fleet code is not the same as the empire code (K12B is the 12<sup>th</sup> squadron of the Klingon ships in “B” Fleet).

**(A6.20)** All ships are assigned to a squadron (SQ). All SQs are assigned to a fleet. All fleets are assigned to an empire. All ships within one SQ must remain together in the same strategic hex at all times.

## **(A7.0) TIME SCALE**

**(A7.10)** Each game turn is six months. Each turn is divided into 12 segments, each being two weeks long. Most games begin in the year Y150.1. All ships and rules up to that date are in use. Your Research and Development Department (R & D) may speed up the availability of various technologies.

## **(A8.0) ADMIRAL VOICE**

**(A8.10)** Admirals have a say in their empire’s construction, politics, and strategies. Admirals may request intelligence reports, missions for spies, and propaganda ploys. It should be determined through mutual consent of all an empire’s admirals that a single individual does one or more of these duties.

**(A8.20)** Usually, players within an empire divide up responsibilities. These include Chief Diplomat, EP Utilization Specialist, and Head of the Merchant Marine Division. Some admirals prefer to assume none of these extra responsibilities; some choose to do all of these roles. Each of these roles requires extra effort but none of these roles assume power over another admiral. It should be mutually agreed upon by all admirals within the empire who will take up which responsibilities.



## **(A9.0) FORMAT OF PLAY**

**(A9.10)** A strict format is followed when writing orders for SQs. The gamemaster (GM) cannot be held accountable for non-readable orders. A sample order follows (each GM may have a preferred format):

K02B> 2xD7B, F5Kg at BATS12.  
Total MV.....2 + 1 RX.  
MV sequence.....BATS12- R25, S26, RX.

Orders.....Attack FBATS. Use RX to BN BATS. If you sensor more than 3xSC4 ships around the base, then call off the attack and place the BATS under blockade. If combat occurs, target the support units first. BI = Pressed. DI = 30%. Try to take losses on F5K before D7s. Keep one D7 in reserve.

Note that an admiral can leave much of his squadrons' orders to "captain's discretion." In effect, the admiral provides general guidelines and the gamemaster chooses his best options in the implementation of the squadrons' turn. Sometimes it is exactly what the admiral wanted, and sometimes not. If an admiral does not want that kind of flexibility, then he should be *very* specific with his squadrons' orders.

**(A9.20)** An admiral may assign various BIs (A3.0) as long as the decision on which to use does not depend on seeing the battle first. Example: An admiral could assign "'Pressed' if attacking the system, but 'Charge' if attacking a convoy." He could *not* assign a BI of "'Pressed' if we outnumber our enemy by 3 to 1, only 'Evasion' otherwise."

**(A9.30)** An admiral may not give orders that are based on battle stats. Players should use *SFB* (D17.4) (Tactical Intelligence), level S3 for guidance as to the information available to make decisions. Example: It is not legal to issue orders to "Engage if we outnumber them in BPV" (or attack factors or defense factors). It is legal to order "Engage them if we have twice as many ships."

## **(A10.0) COMBAT**

**(A10.10)** When combat occurs it is resolved as follows: The attack factors (AF) (Appendix 1) of one side are added up and a die is rolled. The roll will produce a percentage of the total attack factor a squadron currently has. This "damage" is applied in various forms to the enemy's defense factor (DF) (Appendix 1). When one side has either been captured or destroyed or disengages, then that scenario is over. A single round of combat may actually represent several actual *SFB* scenarios with days between battles.

**(A10.15)** Whenever a unit's DF is reduced to 50% of its AF or less, that unit's AF is reduced by 50%. A unit that has lost 75% of its DF is crippled [see (C23.0)].

### **(A10.20) Statistical Damage Chart**

Attacker BI	1	2	3	4	5	6	Mods to Def. Factor
Suicidal	32%	30%	27%	25%	20%	18%	-20%
Charge	30%	27%	25%	20%	18%	15%	-15%
Pressed	27%	25%	20%	18%	15%	15%	-5%
Typical	25%	20%	20%	18%	15%	15%	0
Nominal	20%	18%	18%	15%	12%	10%	+5%
Regroup	15%	15%	12%	10%	10%	7%	+15%
Evasion	15%	12%	10%	10%	7%	5%	+20%



**(A10.25) Five Ship Benefit:** When calculating the basic attack factor, add the square root of the total if at least five attacking ships are present in the battle. This benefit is never lost as long as the combat continues.

### **(A10.30) Forms of Attack.**

**(A10.35)** Once the attacker has determined what percentage of his squadron's total attack factor will be scored against the enemy, he may apply this damage in various modes.

a. Normal or Self-Applied Damage: The attacker may tell the defender to just take the damage. In such a case, the enemy may damage/destroy any of his units as he sees fit.

b. Directed Damage: The attacker may use directed damage. In this case, the attacker may take out any of the enemy's non-reserve units (See A10.40a) as the attacker sees fit. In this mode, the enemy's unit defense factor is doubled. The attacker must be able to completely take out a unit with this mode.

c. Partial Directed Damage: This mode is identical to "b" above, but the attacker does *not* have to completely destroy the unit in question. When using this mode, the enemy's unit's defense factor is tripled.

d. Capture Damage: In this mode, the attacker may apply his attack damage to capture enemy units. When using this mode, the enemy's unit's defense factor is multiplied by 5. Once the unit is captured, standard *SFB* rules for self-destruction apply. A unit may be over-captured (This prevents leftover damage from destroying the unit). Note that if the attacker ceases capture attempts on a ship that has some capture points remaining, then they are converted directly to loss of DF on a 1/5 capture point to 1 DF point. A captured unit may not begin to fight until it has been overhauled, a process which takes place after the battle.

**(A10.355)** All special attacks are specified prior to damage allocation, and the damage from (A10.35) is applied in reverse order as listed, i.e., step "a" is the last thing that is resolved in a combat round.

**(A10.356)** The following is a list of the sequence of combat:

1. Launch/recover attrition units/satellite ships/pods/pallets
2. Roll a d6 die and determine damage points scored
3. Damage allocation begins:
  - a. Special attack forms
  - b. Directed damage and partial directed damage application
  - c. Capture damage
  - d. Self-applied (normal) damage

#### **(A10.40) Special Attack Forms**

a. Reserve Status: Up to 25% (rounded down) of the current number of units involved during a scenario may be placed into reserve. Units are counted as specific combat entities (6xPF would be counted as one unit and so on). While in reserve, they are immune to all special forms of attack and they may not use any special attack forms. They may be attacked with directed damage but their DF is treated as if it were multiplied by six. Their own attack factor is cut by 50%. It takes a single combat round to change from reserve to non-reserve status.

b. Scouts: Total the number of special sensors for each side. The side that has more has an electronic warfare (EW) advantage. For each special sensor a force is advantaged by, it may add 1% to its damage percentage. This amount can never be greater than an advantage of 5%. Alternatively, the force may subtract a like percentage from its enemies' attack roll. Note that in any event a maximum of five EW advantages/disadvantages total may be used in a single scenario [Exception: see (C5.80)]. This is the only special function that can be used while in reserve. A unit with special sensors uses its BPV for AF determination, not EPV.

c. Maulers: A ship with a mauler does its full attack value on an enemy ship. It does not have to use this weapon and may instead use  $\frac{1}{2}$  of its attack value as a normal ship. If the mauler weapon is used, then there is a chance that the mauler ship will suffer from shock [see (C16.20)]. Whenever it uses the mauler function, its DF is halved [see (C16.50)]. See (A10.41) for additional restrictions.

d. Stasis Field Generators (SFG): Each SFG in combat raises the damage percentage value by 2% per SFG. No more than four SFGs may operate at once in a scenario. Conversely, an SFG may reduce an enemy's attack value by a like percentage. Any SFG unit is considered a conversion of its base hull type for construction and conversion purposes.

e. Fleet Formation Bonus: Certain empires may use this rule if they qualify under their specific rule headings. Designated units can be put in reserve and still have their full AF [see (D7.0)].

f. **Drone Bombardment (DB)**: Ships in *SFB* with a DB notation may use this rule. As long as they are in the same or adjacent hex as an enemy unit, they may use  $\frac{1}{2}$  of their AF. They can attack independently versus an enemy target or add this AF to a current battle. They may also use this against convoys/bases they find. They may use this ability up to twice per turn but not in the same segment. The stats for the DB attack are  $\frac{1}{2}$  AF for AF, and  $\frac{1}{4}$  AF for DF. The DB unit has a BPV = AF for victory conditions. The DB attack cannot be captured or placed in reserve. Computer-operated DB ships will have a chance to malfunction after each volley, and since the drones are computer controlled they also may malfunction. Only a single squadron of DB ships may participate in an attack.

g. **Troop Ships**: Ships in *SFB* designated as troop ships (T) may directly add their AF to an enemy unit as unmodified capture points (A10.35d). They may do this once per battle. After this is done, their AF is not reduced. When using its special function, the AF is not added to the whole fleet and its own DF is cut in half. Example: In the middle of a fleet battle, a Klingon D5G tried to capture a Federation CL. The D5G has a 16/15 AF/DF. The CL has a 13/12. In a turn the D5G says it is applying its AF to capture the CL. The D5G uses 12 AF of its 16 AF points directly on the CL's DF, without multiplying the CL's DF by 5. The CL is captured. At the end of that combat round, self-destruction rolls will be made. Capture attempts cannot be made on enemy ships in reserve. A single commando ship cannot split its capture points in order to capture more than one ship in a turn. See (A10.41) for additional restrictions.

h. **Assigned Escorts**: Any unit with *SFB* assigned escorts may not be captured or have maulers used against it until all its escorts have been eliminated. Additionally, all escorts add  $\frac{1}{2}$  of their DF to the escorted ship, even if they themselves are in reserve.

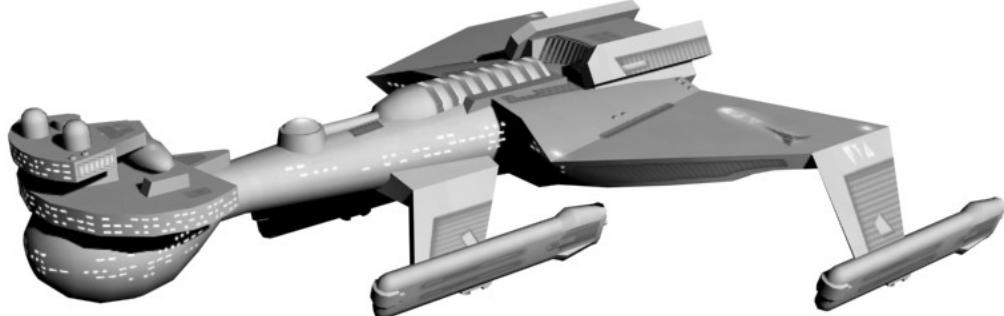
i. **Non-Violent Combat (NVC)**: When this form of combat is used, the player states what portion of his attack total is to be applied as NVC. This value is then applied as normal damage (A10.35) except only 25% of it is real damage. The remaining 75% is used to determine when the ship is rendered helpless. This is kept track of separately. When the ship has zero DF it is not destroyed, but is unable to fight for five rounds. Note: its actual DF is still used for all other combat modes.

**(A10.41)** Troop ships and maulers are unique in that they are unescorted ships, yet need the support of and defense by other ships to get into position. No more than 50% of the “available” command rating (D6.10) slots in a squadron may be comprised of these ships in any combination. An “available” command rating slot is one which is in use by the squadron, no matter how many ships may fill it. Example: A DN potentially has 10 command rating slots; if it has two ships in the squadron, it has two “available” command rating slots. If EFO were in play, three SC4 ships would count as two “available” command rating slots. As assigned escorts for attrition-unit-carrying hulls already have assigned duties, their command rating slots are directly subtracted from the total of the “available” command rating slots prior to the 50% allocation of command rating slots to maulers or troop ships. Example: the squadron has 10 command rating slots, two of which are escorts for a carrier, leaving eight “available” command rating slots. No more than four ships in that squadron can be maulers or troop ships. There could be four maulers or four troop ships or two of one and two of the other, or any other combination adding to four ships. If the mauler or troop ship is the command ship for the squadron, it does not count against the “available” command rating slots. If a technology is in play that allows a carrier free escorts, those escorts do not count against the “available” command rating slots. For example, if the empire had CEFO II (D6.27) and the squadron above, then there would be 10 “available” command rating slots.

**(A10.50)** More than one form of attack may be done in each combat round. If the attacker generated 100 attack points, he could use 50 to take out a 25 DF enemy ship with directed damage, and then allow the enemy to apply the rest as normal damage.

**(A10.51)** If all military units in a battle are eliminated, then the civilian units will surrender.

**(A10.60)** Sometimes a squadron will be designated as being on “inactive status.” Statistically this means that they have no attack factor for one round (but still appear on the battlefield with normal DF). After one round, half of the remaining “inactive” SR units activate and function normally except they have an effective poor crew status (or good crew status if they had been outstanding). After two rounds, half of the remaining “inactive” ships activate as done previously; this continues until the battle ends. The defender gets to decide which units in the halves are activated.



## **(A11.0) STRATEGIC VICTORY CONDITIONS**

**(A11.10)** While Galactic Conquest is a long-term game, current victory conditions are determined each turn. The basic formula is as follows:

$$\frac{\text{current # of systems} - \# \text{ of systems at the start}}{\# \text{ of systems at the start}}$$

Multiply by 100. If the empire is currently suffering from EE, then multiply by 0.90 (or subtract 10% from the empire’s score).

**(A11.20)** When counting systems, minor colonies count as  $\frac{1}{2}$  of a major system, rubbed systems (C7.40) count as  $\frac{1}{4}$  of a minor or major, and decimated systems (C7.30) count as  $\frac{1}{2}$  of a minor or major system.

Example: An empire with one major system, one rubbed minor system, and a decimated major systems would be: 1 (major system) +  $\frac{1}{4} * \frac{1}{2}$  (rubbed, minor) +  $\frac{1}{2} * 1$  (decimated, major) for a total of 1 5/8.

## **(A12.0) LEGENDARY OFFICERS**

**(A12.10)** If any Legendary Officers are on a ship, then their presence will be listed in “( )” after that unit with the following abbreviations: LA = Legendary Admiral; LC = Legendary Captain; LWO = Legendary Weapons Officer; LD = Legendary Doctor; LSO = Legendary Science Officer; LE = Legendary Engineer; LN = Legendary Navigator; LMM = Legendary Marine Major; LP = Legendary Professor; LB = Legendary Base Commander; LL = Legendary Logistics Officer; and LO = Legendary Operations Officer.

**(A12.15)** See search charts annexes for more legendary modifiers.

**(A12.20)** Functions of standard *SFB* legendary officers.

- a. Legendary Captain: Adds +25% (or 25) to the BPV of the ship to which he is assigned (See A12.21). He may function as any other legendary officer with a one round/segment changeover period.
- b. Legendary Weapons Officer: Adds 15% (or 15) to the BPV of the ships to which he is assigned.
- c. Legendary Doctor: Repairs one DF/round during combat.

- d. Legendary Science Officer: Adds two special sensors to the ship to which he is assigned and adds modifiers to the search charts.
- e. Legendary Engineer: Repairs four DF/round during combat.
- f. Legendary Navigator: Adds 10 BPV to the ship to which he is assigned and adds modifiers to the search charts.
- g. Legendary Marine Major: Reduces the self-destruction roll for an enemy unit he is on by one and adds four capture points (A10.35d) during combat.

**(A12.21)** A legendary captain adds +25% BPV (or 25 BPV, if greater) to a ship where he is functioning as captain. Alternatively, an LC may give up the 25% bonus to function in the role of an LE, LWO, LMM, LSO, or LL.

**(A12.211)** A legendary admiral has the additional ability of setting up a scenario with his SQ, then leaving without any combat. He can only do this if he is in the lead SQ for that battle. This is not possible without an LA. Once a scenario occurs, a minimum of one round of combat must take place.

**(A12.212)** A legendary admiral may function as an LO, LB, or LC (with the 25% BPV factor) or in one of the other roles. The ability of an LA to function at a base is a specific exception to (C9.20). The default for an LA on a ship is LC. A given officer may only have one role at a time, and it takes one round during combat or one strategic segment to change roles. Regardless of his role, an LA always functions as an LA for the purposes of (A1.10). Example: If an LA chooses to act as an LN for convoy search rolls, he gives up the 25% BPV (LC default) but he retains the LA's ability (A1.10) to see a scenario setup before deciding if he wishes to engage.

#### **(A12.30) New Legendary Officers**

a. Legendary Professor (LP): Shifts the die roll by one in the *SFB* (G22.0) chart. If on a ship, he can provide "cross training" benefits. This increases the chance for outstanding crew (+12%) and legendary officers (+10%). If assigned to a system where R & D is taking place, he improves any chance of success by 16% for one project each turn.

b. Legendary Base Commander (LB): Increases the use of class A modules by 33%, increases the base's SRV by +1, and gives the base a local minefield (LcMX). He can reduce the attacking force's BI by two levels. This is the only legendary officer that is an exception to (C9.20).

c. Legendary Logistics Officer (LL): Any ship he is on has the following special abilities:

1. uses 50% less cargo for supply,
2. Repairs two DF for *SFB* (D9.7) and 30% of DF for *SFB* (D9.4),
3. Automatically adds an MRS to the ship he is on for free, regardless of size class,
4. Provides two spare shuttles and two extra fighters.

d. Legendary Operations Officer (LO): Increases the command rating of a ship he is on by three and allows the squadron he is on one free reactionary movement (RX).

e. Legendary Ground Forces Officer (LGFO): Acts as an LMM for one set of ground bases attacked. He allows 12 ground bases to be combined as a single unit.

**(A12.31)** Only the LO, LD, or LMM may change the size class of the ship on which he serves.

**(A12.32)** There are limits to the abilities of legendary officers to work together.

a. Only one legendary captain may be on a ship at one time. If a second legendary captain is created, then he is immediately transferred to a comparable ship.

b. Only one legendary admiral may be in a squadron or an assembled group of squadrons at one time for a single empire. If a second LA is there (or a legendary captain gets promoted), then one of them

(player's discretion) is immediately transferred to another squadron in the vicinity. This rule does not apply to any LA defending at his homeworld.

c. Only one legendary officer of any given type may function on a given unit. The only exception is that a troop ship (designated by a "T" in the notes of the *SFB* Master Ship Chart) may have two active legendary Marine majors.

d. In general, a legendary officer can only function on the general hull type of ship he was created on. Exceptions: A legendary admiral may function on any unit selected. A legendary base commander can function on any base of the appropriate size *or less*. A legendary professor can function in a variety of settings, including a unit of any size class. A legendary operations officer can function on any size ship selected.

#### **(A12.40) Movement of Legendary Officers**

**(A12.401) Escape:** If the ship a legendary officer is on is destroyed, he has a 1-3d6 chance of beaming to another friendly ship in the hex. If no other friendly ships are left, then he has a 1-3d6 chance of appearing at the nearest starbase (or larger base) in two-to-five turns.



**(A12.402) Direct Transfer:** Legendary officers may move from one friendly ship and/or squadron to another by direct transfer in any segment when the units are in the same hex. This may be done as often as twice per turn. Units need not be in supply.

**(A12.403) Reassignment:** Legendary officers may move from one friendly ship and/or squadron to another by means of the empire's internal transportation network. This takes 12 segments regardless of the distance between the units. Both the departure and arrival hexes must be in supply.

**(A12.50) Creating Legendary Officers:** The *SFB* (G22.0) chart for legendary officers is modified as follows: On a "4," 50% of the time an LL will be created rather than an LN. On a "5," 50% of the time an LP will be created rather than an LD. On a "9," 50% of the time an LO will be created rather than an LSO. On a "10," 33% of the time an LB will be created and on an additional 33% of the time an LGFO will be created rather than an LMM. See also (C9.80).

**(A12.55)** An LA can only be created if an LC is promoted in a battle. Roll one d6; if it is less than or equal to the level of victory, then a new LA has been created. As a gift, all players start with themselves as an LA.

#### **(A13.00) FUSION BOMB TECH**

Fusion Bomb Technology Level One: Once attained, this tech allows an empire to fire an area-of-effect weapon. The weapon itself occupies an entire hexside of a planet [using up the four slots of small ground bases (eight for a homeworld) in the process]. No other base may be in the same hexside of the system. A maximum of six may be placed on a system.

This weapon is housed in a fusion bomb ground base (FBGB). This is *not* a small ground base and doesn't follow any of those rules. It costs 300 EPs to build. It has the following stats:

AF = 20, DF = 40. Crew 150. It is a military unit.

Effect of the Fusion Bomb: When launched during a combat round, it will do two points of damage directly onto all units in the battle (but not reinforcements that are waiting to enter the battle). It does no damage to units on a planet.

The weapon is treated as a “special attack form” in (A10.0) and is declared secretly and simultaneously with other special events in the sequence of combat. Note: the launching of attrition units/satellite ships is recorded during this step as well.

The FBGB has a rate of fire of once every five combat rounds. Charges may not be stored but otherwise it costs nothing to make or hold a charged FB.

This tech (all levels) are not available until Y187 and requires completing a successful R & D program.

**(A13.10) FBGB-II.** An improvement of the FBGB. It fires once every four rounds. It does three points of damage when it explodes. It costs 375 EPs to build. AF = 25, DF = 45. 175 crew.

**(A13.20) FBGB-III.** An improvement of the FBGB-II. It fires once every three rounds. No increase in damage. No increase in cost or crew. It may, however, fire *after* attrition units/satellite ships are launched/recovered.

**(A13.30) FB-IV.** The final improvement of the device. The FB-IV device is mobile. It is carried by a tug in lieu of any pods. The tug is considered to have a triple-weight pod system. The tug loses any AF, but gains 10 DF in addition to any normal modifiers. The tug is a “fleet tug” and may not use any special abilities or carry any attrition units. It may be fired from reserve. In all other ways it works as FBGB-III.

## **(A14.0) INTEGRATED AEGIS (IA)**

Ships with any kind of aegis may now use 50% of their AF and apply it directly on attrition units (PFs, INTs, FTRs, bombers). The ships may not be in reserve when using this function. This tech is only available after aegis ships are in production and a successful R & D program has been completed. Further, this tech works *only* after CEFO (D6.27) has been gained and then only for those ships utilizing CEFO. This means a record will need to be kept of the CEFO ships’ AF even though it is not used in any other calculation.

## **(A200.00) UNNAVIGABLE SPACE**

**(A200.00)** Unnavigable (UnNav) space is a product of advanced extra-galactic alien weaponry. Just prior to their galactic invasion, the Andromedans fired a gigantic neutron star cannon from their home galaxy to the target galaxy. This mass of dense particles collided with and annihilated everything in its path through the galaxy. The target galaxy literally had holes blown through it. Apparently this is the Andromedan way to soften up targets before invasion. UnNav space is marked with a red hex.

**(A201.00)** UnNav space is considered unsurveyed space for all *GC* rules unless otherwise specified.

**(A202.00)** No MRR (B3.0) can be conducted in UnNav space until the space becomes navigated.

**(A202.10) Navigating UnNav Space:** To turn UnNav space into unsurveyed space, an SR must spend Segments 1-12 in an UnNav hex (Note that this is done continuously through a turn. It is *not* 12 consecutive

segments over several turns). If the SR is not disrupted [see (B3.6)], then the hex becomes unsurveyed on Segment 1 of the next turn.

**(A203.00)** All movement in UnNav space is reduced to a maximum speed of 3. The squadron's first movement of the turn must be into UnNav space or it may not enter. If a squadron bumps into UnNav space in mid-turn (or not on its first movement of the turn), it effectively performs a strategic stop.

**(A204.00)** Deployed attrition units (fighters, MRSs, INTs, and PFs) are destroyed the instant they enter UnNav space. Attrition units deployed within UnNav space simply disintegrate.

**(A205.00)** Minefields may not be placed within an UnNav space hex or on a hex spine shared by two UnNav space hexes; minefields may be placed on a hex spine between normal space and any UnNav space hex.

#### **(A300.00) RADIATION ZONES (RZ)**

**(A300.00)** Radiation zones are naturally occurring hazards and will be marked using a green hex. No technology can create an artificial radiation zone.

**(A300.10)** Radiation zones are initially unsurveyed, but may be surveyed. Once surveyed, they are subject to annexation by other empires. The hexes remain radiation zones, but are "owned" for the purposes of supply, building bases, or creating trade routes.

**(A300.20)** No MRR (B3.0) can be conducted in a radiation zone.

**(A300.30)** Ships moving faster than Speed 1 in a radiation zone have their AF/DF reduced by 40%; at Speed 0 or 1 their AF/DF is reduced by 25%.

**(A300.40)** Sensors into and out of a radiation zone are reduced in effectiveness. Range 1 will produce no sensor readings; Range 0 will produce readings as if at Range 1 in normal space.

**(A300.41)** Searching for hidden bases, hidden ships, or convoys is more difficult; thus the die roll will be shifted by one, hindering the searches.

**(A300.42)** Ships with special sensors function as normal ships.

**(A300.421)** Ships with enhanced special sensors (ESS) (C5.60) function as though they had normal special sensors.

**(A300.50)** Cloaks do not work in a radiation zone.

**(A300.60)** Minefields may not be placed within a radiation zone hex or on a hex spine shared by two radiation zone hexes; minefields may be placed on a hex spine between normal space and the radiation zone hex.

**(A300.70)** Crew is never lost due to being within a radiation zone.



## **(B0.0) ECONOMICS**

### **(B1.0) ECONOMIC TARGETS**

Economic targets are homeworlds, major systems, minor colonies, convoys, and off-map areas (OMAs). There is no rule difference between the terms “planet” and “system;” the two may be used interchangeably.

**(B1.10) Trade Routes:** Trade routes occur inside empires. They are places where merchant shipping is concentrated. It can be expected an empire’s enemies will try and disrupt these shipping lanes. Admirals will be expected to protect these areas of commerce. All trade routes must be anchored on at least one end by a base or system. Trade routes can only be built in an empire’s own space.

**(B1.20) Extending Trade Routes:** Trade routes may be extended or moved around. When rearranging trade routes, every major system and starbase (SB) must be connected to the homeworld in the most reasonable, shortest path possible. All trade route expenditures must be paid for by the military.

**(B1.21) Normal Trade Route Hexes:** Creating or moving a normal trade route hex costs five economic points (EPs) per hex created or moved if the route begins and ends at a system or base. The base can be no smaller than a mobile base (MB). Any base ending trade route must be paid for each turn. Example: A five-hex trade route ending at an enemy empire’s border would cost 50 EPs; 25 EPs if the empire had also built an MB there.

**(B1.22) Open-Space Trade Route Hexes:** If the created trade route ends in open space, then the cost is 10 EPs per hex created. Any open-space trade routes must be paid for *each turn*.

**(B1.23) Trading Pact Trade Route Hexes:** Any trade route hexes that are needed to support an active trading pact (C30.0) are considered to end at a system, provided that the partner has a trade route hex on the opposite side of the border and the trade route connects in some fashion to trade routes leading to the empire’s homeworld.

**(B1.24) Hidden Trade Routes:** Trade routes may be hidden (they do not appear on the map). Hiding any trade route doubles the cost. Those costs must be paid *each turn*. Example: If the trade route in (B1.21) were hidden, it would cost 100 EPs if it ended in open space, but only 50 EPs if it ended at the base.

**(B1.25) Carrying Economic Points:** A unit may carry EPs. The amount cannot exceed the unit’s BPV unless the unit has cargo boxes; units with actual cargo boxes can carry an additional five EPs per cargo box. EPs can only be transferred to another party by delivery from one system or colony or base (starbase-sized or larger) to another.

**(B1.30)** The homeworld (HW) is the hub of all economic activity in an empire. If the homeworld is rubbed (C7.40), then the empire’s entire base economic value (BEV) is reduced 50% before any other economic calculations are completed.

**(B1.35)** If the homeworld is captured, then the empire is treated as having its homeworld blockaded (C12.95) for a period of no more than two turns. Unless the HW is retaken within those two turns, the player makes another system he owns his new homeworld. During this two-turn period, the Merchant Marine (MM) (with all its functions) ceases to work. Once the new homeworld is declared, any surviving MM in the strategic reserve (E2.0) that used to be at the original homeworld moves to the new one and begins functioning by the normal rules.

**(B1.40)** Major systems that are connected by a trade route to the empire's homeworld are worth an exponential amount of economic points (EPs). The more systems an empire gains, the more they are worth.

Systems Gained	Value
1 <sup>st</sup>	13 EPs
2 <sup>nd</sup>	18 EPs
3 <sup>rd</sup>	21 EPs
4 <sup>th</sup>	25 EPs
5 <sup>th</sup>	38 EPs
6 <sup>th</sup>	53 EPs
7 <sup>th</sup>	75 EPs
8 <sup>th</sup> and over	100 EPs

These values are cumulative. If an empire had gained four major systems then its economy would increase by  $13 + 18 + 21 + 25 = 77$ . The procedure works exactly the same, but in reverse and independently, for the loss of systems. This is based on peacetime (PT) economy. Changes in an empire's mobility level [see (B12.80)] will, naturally, alter these values.

**(B1.50)** Each minor colony is worth a flat amount of 10 EPs. This is based on peacetime (PT) economy. Changes in an empire's mobility level (B12.70) will, naturally, alter this value.

**(B1.55) Improved Colonies (IC).** This tech allows a minor colony (sometimes called a minor system) to produce additional EPs. A flat amount of 30 EPs is generated instead of the usual 10 EPs. The improved colony must have a battle station (or larger) base, CPL, 2xGMS, 2xGSA, and 2xGPS to qualify for the extra EPs. Each IC also adds an additional 0.5 to the empire's EEP. This tech is only available after a successful R & D program.

**(B1.60)** Any system captured will not produce EPs for its new owner until the turn after its capture. A contested system (as decided by the GM) will not produce income for any empire.

**(B1.70)** A major system or a minor colony can be raided by an enemy for his economic benefit. An empire may never raid a system that it controls or has just captured. Raiding requires one or more ships that are at least size class 4. If an appropriate force stays in the hex of a system for one complete segment after the force moves into that hex, it may raid the system during that segment, provided it has met the following requirements. The system may not be raided until all the defenses on at least one side of the planet have been eliminated. Any commercial bases are ignored for this purpose. Example: An F5B raids Kcub. Kcub has a BS, 6xTAAS fighters, and 6xGBDP on the planet. For the raid to be successful, the fighters and 3xGBDP must be eliminated, and the F5B must spend one complete segment at the planet.

**(B1.75)** A successful raid may produce the following:

a. Fuel: Enough fuel to last another turn behind enemy lines. This is the equivalent of 50 cargo boxes [see (C13.0)].

b. Economic Points: Up to 35 EPs of money for the empire. Minor colonies net 17.5 EPs. The raiding empire doesn't get these EPs until either its ships get back to its lines or a designated ship carries the EPs to a system, colony, or base (starbase or larger). The raided empire will suffer a flat loss of 35 EPs (17.5 EPs for a minor colony) for a system successfully raided. Note that a successful raid will affect morale. Any given system may not be raided twice by the same empire within a period of six segments. Any given system may not be raided more than once a segment, no matter how many empires are involved.

**(B1.80)** It is possible to build defenses on a planet an empire controls, but doesn't have behind its lines, or that it has not held for one turn. As long as the Galactic Banking Corporation (GBC) transfers the EPs, an empire may build up to 100 EPs worth of material per the standard rules.

## **(B2.0) COMMERCIAL ACTIVITIES**

**(B2.10)** Every trade route hex is presumed to contain a convoy. The most basic convoy consists of 1xF-L, 2xF-S. More elaborate ones are detailed in the Merchant Marine (MM) rules (E0.0). A basic convoy is "undefended." If found by an enemy force of at least 100 BPV, the convoy is always assumed to be destroyed with a loss of 35 EPs to the owning empire.

**(B2.20)** An admiral may send some of his units to perform commerce raiding. He must place some of his fleet in an enemy's trade route (including a major system hex) or a lesser trade area (bases, minor colonies, MRR locations). Once the force is in the area to be raided, the admiral orders the squadron to "convoy raid." A die roll is made based on factors on the "Convoy Raiding" chart in Appendix 2/A of this rulebook. The segment spent entering the hex can be included as a movement point spent searching.

**(B2.25) Convoys:** Only one convoy can be found in a single hex in a single turn. If multiple searches are made in the same hex, then the first convoy found means the other search attempts will find no other convoys. (This avoids the silly possibility of an empire's entire Merchant Marine forces being found at a single location.) In case of ties, it will be randomly determined which squadron found the convoy. Of course, an admiral could order "convoy raid" with a single squadron in multiple hexes for maximum (if low probability) effect.

**(B2.30)** As long as the attacking force is at least 100 BPV and the defending convoy is unescorted, the convoy is presumed destroyed. The chance that a raided convoy is defended depends on the date and whether the convoy could be protected by military ships:

prior to Y161	1d6
Y161-Y167	2d6
Y168-Y174	3d6
Y175-Y179	4d6
Y180-	5d6

If the convoy-owning empire has assigned military ships to convoy defense (B2.50), then the chance of the convoy being defended advances to the next category (i.e., in Y160, if ships are assigned to convoy duty, then the chance of the convoy being defended is 2d6).

If the convoy is escorted, additional ships will be added (for additional information on this subject, see the MM rules) and a battle may be generated. If the convoy owner should so order, then he may sacrifice all units in the convoy that cannot disengage by acceleration and forgo the battle.

**(B2.35) Clarification:** If a convoy is not defended, then squadrons on convoy defense (B2.50) will not respond.

**(B2.40)** Escorted convoys are a 0.35 EP loss to their owner for each cargo box destroyed. If the cargo is captured, it is worth one half the above amount. The attacker may specify he is looking for select convoys. They are twice as hard to find, but hurt the enemy twice as much. Select convoys may also be used to refuel raiding ships to keep them in supply. In this case, the number of cargo boxes the attacker captures is the number of cargo boxes of fuel. Select convoys will always be escorted.

**(B2.50) Convoy Defense:** An admiral may specify a portion of his fleet to be on convoy defense duty (CD). These units will then possibly help protect any convoys that are raided.

**(B2.60)** Units on CD must be in groups of squadrons. Squadrons on CD appear and disappear from their place of origin to meet any raiders of defended convoys. During their time on CD, they are effectively off the map. It takes one complete turn to recall a SQ from CD. Only some of the ships which are on CD may respond to a raid. The number of ships that respond during a segment is based on the number of raids against defended convoys. That number plus one is used to divide the CD group into responders. The groups are divided as equally as possible.

**(B2.61) Example:** A number of raids are carried out on Segment 4. Of the six successful raids, three convoys are defended. The CD units are 3xCA, 2xDD. Each battle for each defended convoy will include the Merchant Marine ships as detailed in (E5.0) and the CD responding units. In the example with three battles, the responding units are 1xCA for Defended Convoy #1, 1xCA for Defended Convoy #2, and 2xDD for Defended Convoy #3, with 1xCA unable to respond. Unfortunately, one of the CAs is destroyed. In Impulse #8, only one convoy is defended. The CD responding units would be 1xCA, 1xDD in addition to the MM ships per (E5.0).

**(B2.65) Advanced Convoy Defense (ACD).** This tech allows an empire to respond more quickly and with greater force to convoy raids. Instead of  $\frac{1}{2}$  of the convoy defense pool being able to respond,  $\frac{3}{4}$  will respond to raids per (B2.60). If more than one raid occurs, then the active portion of the duty pool is divided as equally as possible for the raided defended convoys. This tech is only available after a successful R & D program.

**(B2.70) Trading Pact Raiding (TP Raiding).** This tech allows an empire to specifically raid another empire's units on trading pact (TP) duty. It functions in all ways as convoy raiding and uses the same "Convoy Raiding" chart. For every 10 units on TP duty, add +1 to the chance of raiding success. If a convoy is found, between one and three TP units will be discovered. The TP units will always be defended by units on convoy defense duty. This tech is only available after a successful R & D program.

### **(B3.0) OFF-MAP AREAS (OMA)**

**(B3.10)** An off-map area is any map hex that is unsurveyed. Mineral resources can be developed in these areas. Once a map hex is surveyed, it can no longer be exploited for its resources [see (B12.0) for exceptions]. Fronts will not advance into unsurveyed areas.

**(B3.15)** There are various ways to survey an OMA hex to make it part of an empire's territory. Once it is surveyed, all rules that pertain to the empire are in force for that hex (movement, supply, etc.).

a. Mineral Resource Run: Just completing a mineral resource run (MRR) in a hex that is adjacent to an empire's territory will cause the hex to automatically be counted as surveyed. As long as an SR, F-OL, F-PL, F-PS, F-OP, CPL, or CPP is adjacent to the owning empire's surveyed territories, these units will not run out of supplies.

b. Survey Ship Survey: A survey ship (SR) may make deliberate survey runs without conducting an MRR. Each turn one hex may be surveyed simply by indicating as much in the orders and staying there for one complete turn or 12 continuous segments.

c. Military Scout Survey: A military scout that is neither a CW- nor a DW-hull conversion may make deliberate survey runs without conducting an MRR. Each turn one hex may be surveyed simply by indicating as much in the orders and staying there for one complete turn or 12 continuous segments.

d. Large Auxiliary Scout Survey: Two large auxiliary R1 scouts may make deliberate survey runs without conducting an MRR. Each turn one hex may be surveyed simply by indicating as much in the orders

and staying there for one complete turn or 12 continuous segments. All the ships must complete the survey or the hex remains unsurveyed.

e. Small Auxiliary Scout Survey: Four small auxiliary R1 scouts may make deliberate survey runs without conducting an MRR. Each turn one hex may be surveyed simply by indicating as much in the orders and staying there for one complete turn or 12 continuous segments. All the ships must complete the survey or the hex remains unsurveyed.

**(B3.151)** Uninhabited systems that an empire discovers have the potential to be a major system or a minor colony. The military must build the basic defenses and commercial support. A minor colony could be immediately improved to a major system by building enough of the basic defenses and commercial bases. A surveyed path to the system must be made before any EPs are generated by or spent on the system.

**(B3.152)** For any SR or MM unit directly involved with MRR work, all cargo boxes become inactive (i.e., they can't supply ships). Optional cargo pods attached to SR or MM units do not have this restriction.

**(B3.16)** An empire may leave unsurveyed "islands" within its borders.

**(B3.20)** A survey ship (SR) may be sent to an OMA location (an unsurveyed hex) [Exception: See (B12.0)]. It will need support ships as detailed in (E4.20). After it and the appropriate support ships spend one complete turn in the hex, the group may begin a Mineral Resource Run (MRR).

**(B3.30)** Up to 3xSRs (of the SR class) may work in a hex at the same time. Once a system or minor colony is produced no further MRRs can be made in that hex.

**(B3.40)** Unless the MRR is disrupted, each SR will produce an additional 0.5% to the empire's economy each turn. This is cumulative for a given hex. This percentage may be affected by certain technologies [(B3.80) and (B3.90)] or special crew (C9.0).

**(B3.41)** The first turn this factor reaches 15% or more, a minor colony may be declared. At 20%, a major system is automatically created. Until the MM is able to build the minimum facilities for a given minor colony or major system, the system does not produce any increase in EPs for the empire.

**(B3.45)** To be a minor colony, the following must be present when the MRR reaches 15% and ceases: a commercial base (CB) and at least 150 EPs of other military units. These must be paid for by the Merchant Marine and solely from their budget. If the empire gives orders for the MRR to continue and form a major system, the following will need to be present: a triple commercial base (TCB), base station (BS), and at least 150 EPs of military units. Again, these must be paid for by the Merchant Marine and solely from their budget. All of these basic facilities must be completed at the appropriate level before the system produces any income. Military EPs may not be used on systems created via MRR until the required basics are provided. If the MRR produces a minor colony (i.e., stops at 15%), the MM must pay for the CB and 150 EPs of military units. However, the military budget may be used to upgrade the colony to a major system per (B3.46).

**(B3.46)** A minor colony can later be upgraded to a major system. This is an independent action from other OMA functions, and can be carried out long after the colony has been integrated into the empire. To upgrade a minor colony to a major system, the CB must be converted to a TCB (or equivalent), and a BS must be built.

**(B3.50)** When multiple SRs work together, they must begin in unison. If any break off or are destroyed, then 1/3 of the total MRR so far accumulated will be lost. If any SR delays the start or continuation of its MRR, then all previous work is lost.

**(B3.60)** If the SRs are attacked and suffer any amount of internal damage that requires a repair unit to fix, they are said to be disrupted. Disrupted SRs lose  $\frac{1}{2}$  of their MRR work done. See the MM rules about loss of OMA support ships.

**(B3.70)** CW and DW class ships as well as independent gunboats (PFs and INTs) and independent fighters may not enter unsurveyed hexes.

**(B3.75)** If a CW/DW/HDW is an SR by design, it may enter unsurveyed areas as an exception to (B3.70); however it runs out of supplies faster and has an endurance one less for supply (i.e., it would self destruct on Turn 4 rather than Turn 5).

**(B3.80) Advanced MRR.** This tech allows an empire to add a fourth SR to a squadron for purposes of (B3.30). This tech, once available, may not begin until after Y175. This tech is only available after a successful R & D program.

**(B3.90) Accelerated MRR.** This tech allows an empire to gain an increase of 50% on MRR runs (B3.40). Example: A single SR that usually earns 0.5% per turn, instead would earn 0.75% per turn while conducting an OMA MRR. This tech may not be used by SRs with outstanding crew or by computer-operated ships. This tech, once available, may not begin until after Y175. This tech is only available after a successful R & D program.

**(B3.100) Efficient Economic Mining (EEM).** This tech allows an empire to set up mining facilities across its territory. Small mining stations (GMSs) can be built at minor or major systems. Each GMS adds a flat amount of two EPs to that empire's economy; this addition is added in (B11.15) Step e. A GMS is considered a small ground base. This tech is only available after a successful R & D program.



## **(B4.0) COMMERCIAL BASES**

**(B4.10)** No SSDs are provided.

a. Commercial base (CB): 80 crew units, 6 boarding parties, 100/25 EPV/BPV, - breakdown, \* move cost, 4 spare shuttles, SC2, - turn mode, 4 AF/14 DF, 1 year to construct (B11.60)

b. Triple commercial base (TCB): 230 crew units, 16 boarding parties, 350/75 EPV/BPV, - breakdown, \* move cost, 6 spare shuttles, SC1, - turn mode, 11 AF/50 DF, 1.5 years to construct (B11.60). A TCB is considered one unit.

Both the CB and TCB have a Command Rating of Zero.

These bases are huge civilian platforms that handle the operations of an entire system's economy. They are operated by civilians and will never self destruct or dock modules or pods that have a military connotation. A TCB can attach three modules; a CB, one module; a QCB (B4.20), four modules. They will hold a military unit internally docked for only one round while combat is occurring. A CB can hold seven docking points; a TCB, 28.

**(B4.20) Improved Commercial Bases (QCB).** This tech allows an empire to build a quadruple commercial base. When built at a system it has the following effects:

a. Morale: Raises the morale of the system by two permanently

b. Economics: Gives that system a core economics equal to twice its morale

Quadruple commercial base (QCB): 288 crew units, 20 boarding parties, 438/100 EPV/BPV, - breakdown, \* move cost, 8 spare shuttles, SC1, - turn mode, 15 AF/64 DF, 2 years to construct (B11.60).

A QCB has a Command Rating of Zero. A QCB will hold a military unit internally docked for only one round while combat is occurring and can hold 32 docking points.

Each QCB counts as an SC2 conversion for the empire building it. If a QCB is built directly (skipping the intermediary steps of CB and TCB), then it produces no income for the empire until complete. For this reason, most empires choose to renovate and add on to a TCB to create the QCB.

This tech is only available after a successful R & D program, but even after the success, QCBs may not be produced before Y170.

## (B5.0) MORALE AND REBELLION

**(B5.10)** All systems and colonies have a morale rating. The base rating is from 2-12; various other events and economic units (QCB for example) or military responses can raise it up to a 12. Only on turns when systems have suffered some kind of adversity [see (B6.0)] are morale checks made. As long as the system rolls less than or equal to its morale rating, it is fine. The morale rating for each of an empire's systems is printed on that empire's status sheet each turn.

**(B5.12)** When rolling for morale, a "2" always passes and a "12" always fails.

**(B5.20)** On a "2," the system has become inspired and it will then produce extra EPs or build up its own defenses.

**(B5.30)** If a number greater than its rating is rolled, then the system has failed morale. Some kind of rebellion will occur. A d6 is rolled: 1-3 means a passive rebellion, 4-5 means violent rebellion, and a 6 means a fanatical rebellion. A passive rebellion means that they are protesting some action the empire is taking, or they are requesting something from the central government. A violent rebellion means that they withhold EPs, strike, or conduct rabble-rousing marches. A fanatical rebellion means that they try and join the empire's enemy and take over the empire's defenses.



**(B5.40)** Rebellions can be put down in several ways. The empire can take direct action such as indicating that it is sending in the troops or sending some ships there with orders to carve out the rebels. The empire could take indirect action by making promises, heeding their demands, or anything else that affects morale. Be sure to include in an empire's orders what the response is to the rebellion.

## (B6.0) AVERSION

**(B6.10)** Aversion occurs when a system is under stress. Such systems are subject to a morale check (B5.0). The following is a list of events that place a system under aversion and force a morale check:

- a. System is raided
- b. Failed morale check the previous turn
- c. Just conquered

- d. Dealt false promises
- e. Destabilized (B7.0)
- f. Under blockade (C12.0).
- g. Empire is crippled (B11.11)
- h. 25% of an empire's systems failed morale check (affects all systems in the empire)
- i. Homeworld is attacked (B12.85)
- j. Owning empire destroyed any CB/TCB/QCB the previous turn
- k. Empire destroyed any hospital units

**(B6.20)** Factors that modify morale are as follows. Note that these are not permanent over several turns. They *are* cumulative within the same turn.

Destabilized	-1
Newly conquered	-2
Raided	-1
Newly built defenses	+1
Newly sent ships	+1
QCB/TCB/CB destroyed	-1
Admiral present	+1
Every 12 small ground bases*	-1
FTW network (B12.85)	+1
At least 3xGMG	+1
Hospital units (C60.0) destroyed	-1

\* = not applicable for homeworlds; excludes small ground military garrisons (GMG)

## **(B7.0) SYSTEM STABILIZATION**

**(B7.10)** For a system to be stable, it must have military facilities of at least 150 BPV. While ships do not count towards the total, attrition units assigned to ground-based defenses or to hanger bay modules on a base do count towards the total. MM units on SD do *not* count for stabilizing a system.

**(B7.20)** A system's morale may go up or down when converted from minor to major or vice versa.

## **(B8.0) SHIPYARDS**

**(B8.10)** In *Galactic Conquest*, a shipyard is not only the shipyard facility itself, but is all the support facilities, including all economic and industrial aspects needed to make parts, house workers, assemble parts, and program computers. Of the “shipyard” facilities, 80% of them are on the system’s surface.

**(B8.20)** It seems obvious, but ships are built in shipyards. Shipyards can also build attrition units and pods/pallets/ducktails/skids. They can also be used to repair ships. They can be used to do conversions. Shipyards must be built at a system owned by the empire that expects to build the ships. Shipyards take time and EPs to build; time and cost vary based upon the shipyard being built as detailed in (B8.21). Captured shipyards take a turn to retool to the capturing empire’s technology. The number of shipyards that may be built at a system is limited (B8.30).

**(B8.21)** There are five basic shipyards. Their price to construct and time needed for completion are as follows:

Size class 2 shipyard (SC2SY): 900 EPs over 2 years

Size class 3 shipyard (SC3SY): 600 EPs over 1.5 years

Size class 4 shipyard (SC4SY): 300 EPs over 1 year

War cruiser shipyard (CWSY): 400 EPs over 1 year

War destroyer shipyard (DWSY): 250 EPs over 0.5 year

**(B8.30) Limits:** Each system has a limit to how many shipyards it can support. To reflect this, each shipyard has a capacity point value. Homeworlds may have up to 60 capacity points of shipyards; major systems may have eight capacity points of shipyards; minor colonies may have two capacity points of shipyards. An SC2SY is 5 capacity points; an SC3SY is 4; an SC4SY is 3; a CWSY is 2; a DWSY is 1. With all modifiers applied (see B8.86) a shipyard always has at least one capacity point. If a homeworld is captured or destroyed, then partially built shipyards that are in excess of the limits allowed for the type of system on the homeworld must now be scrapped. Note that a base station converted to serve as a shipyard [BSSY (B8.95)] does not count against a system's capacity points but does count against the number of bases a system may have in orbit.



**(B8.40) Construction in SC2SYs, SC3SYs, and SC4SYs:** An SC2SY, SC3SY, or SC4SY may build one of the following:

- a. the size-class ship it is rated for or smaller, but cannot build CW or DW ships [Exception: (C19.50)]
- b. up to four pods/pallets/ducktails/skids (i.e., four of these total — it could be four pods or two pods, a ducktail, and a skid, or any combination amounting to four), eight PFs, or 12 Interceptors
- c. 36 spaces of fighter construction (C20.75) (i.e., they can build 36 fighters, 18 heavy fighters, 12 bombers, or nine heavy bombers).

**(B8.401) Construction in CWSYs:** A CWSY may only build CWs; it cannot build DWs or anything else. Even CWXs cannot be built in CWSYs (C19.50).

**(B8.402) Construction in DWSYs:** A DWSY may only build DWs; it cannot build anything else. Even DWXs cannot be built in DWSYs (C19.50).

**(B8.403) Construction in Starbases and Sector Bases:** Starbases have a limited construction capacity. They may produce two pods/pallets/ducktails/skids (i.e., two of these total — it could be two pods or a pod and a ducktail or any combination amounting to two), six PFs, eight Interceptors, and 12 spaces of fighter construction in a turn. They can also be used to construct R1 ships [see (B8.42) and E1.20)]. F-Ls and F-Ss can be built at a starbase at the rate of six F-Ls and 12 F-Ss per turn. Sector bases (STB) can build one pod/pallet/ducktail/skid, three PFs, four Interceptors, and six spaces of fighter construction in a turn. An STB can make two F-Ls and four F-Ss per turn. SF (B11.75) and SP (B11.77) act as starbases for this rule.

**(B8.41) Automatic Construction of CWSYs and DWSYs:** One turn before the inception date of the first CW- and DW-hull, each empire's homeworld will be inspired to produce one free shipyard of the appropriate type. The homeworld's capacity limit (B8.30) may not be exceeded by this rule; if the construction would overtax the homeworld's capacity, the free CWSY/DWSY is built at the nearest system (with sufficient capacity) to the homeworld.

**(B8.42) Merchant Marine Construction:** One R1 ship type, size class 4 or smaller, can be built per turn in each starbase, star fortress (B11.75), or star palace (B11.77) [Exception: F-Ls and F-Ss per (B8.403) and (E1.20)]. Larger R1 units cannot be built outside of a shipyard, FRD, CDK, or BSSY. These larger ships include in part: FRD, Mon, OAL, F-OL, F-OP, HAC, HAV, HSC, AxCVA, AxPFL, AxSCS, and OAS. Construction of these units may not exceed an empire's Merchant Marine conversion rate.

**(B8.45) Construction of HDWs:** The HDW is a separate design which does not count as a DW for any purpose except the -2 DF penalty. They are built in regular (not DW) shipyards. Basic HDWs do not use a conversion slot. Basic HDWs include phaser-1 as OPT, APR in the APR-OPT, cargo in the NWO, and no other feature (such as aegis). Cargo boxes do not count for resupply (C13.15).

**(B8.451)** A new HDW can be configured as:

- HDW-SR (Two special sensors)
- HDW-V (Twelve fighters per the current *SFB G Module*, Annex 7G)
- HDW-E (Aegis escort)
- HDW-G (Troop ship with 40 boarding parties)
- HDW-M (Minesweeper)
- HDW-P (PF tender)
- HDW-R [Repair with a Strategic Repair Value of (3) (C2.0)]
- HDW-C (Command Rating of 10)

Any cargo boxes of a HDW do not count for (C13.15). Once built, an HDW's configuration is permanent and cannot be changed.

**(B8.50) Construction rates:** Size-class-2 and non-CW-hull size-class-3 ships take a full year to build. CW-hull and size-class-4 ships take six months to build. All other units in a shipyard (fighters, pods, ducktails, skids, PFs, etc.) take six months to build. Items built as groups are completed at the same time. Items built in fleet repair docks (B8.96), construction dry docks (B8.96), and BSSYs (B8.90) take longer to build.

**(B8.501)** If an empire does not complete a ship within a turn, the empire's status sheet will indicate how complete the ship is [Example: D7B(50%)]. If attacked, the ship fights at its current strength. It may not leave its shipyard until complete. All items under construction are prorated in completeness if attacked during the turn.

**(B8.60)** Shipyards have the following statistical combat factors:

<u>SC2SY:</u>	5 AF/40 DF
<u>SC3SY:</u>	4 AF/35 DF
<u>SC4SY:</u>	3 AF/25 DF
<u>CWSY:</u>	3 AF/28 DF
<u>DWSY:</u>	1 AF/20 DF

Shipyards are not considered small or medium ground bases.

**(B8.70) Upgrading Shipyards:** Shipyards may be upgraded as long as they are within the same type (a DWSY can be upgraded to a CWSY; an SC4SY, to an SC3SY). It takes one turn per upgrade step to perform the modifications and construction to the shipyard. These changes are not free and the charge is the difference in the EP costs. Example: An SC4SY converted to an SC2SY would take 1 year and 600 EPs; if it were only being changed to an SC3SY, it would take 6 months and 300 EPs. The maximum limits on a system's shipyard capacity may not be exceeded by upgrades.

**(B8.80) Shipyard Specialization.** When this technology is available, SC2SYs, SC3SYs, SC4SYs, FRDs, FRXs, and CDKs can be refitted to more cheaply build a single class of ship (Example: frigates, destroyers, or dreadnoughts). CWSYs and DWSYs cannot be specialized. Once specialized, the shipyard can *only* be used to build that class of ship and cannot be used to build PFs, fighters, pods, skids, ducktails, etc. The refit takes one turn of inactivity and has no EP cost. Example: An SC3SY could be specialized to build only D7 class ships and would be indicated on an empire's status sheet as a D7SY. A specialized shipyard reduces the cost of what it builds by 15%. A specialized shipyard may be "unspecialized;" this takes one turn of inactivity and has no EP cost. BSSYs (B8.90) may *not* be specialized. Shipyard specialization is only available after a successful R & D program.

**(B8.83) Automated Shipyards.** When this technology is gained it allows SC2SYs, SC3SYs, and SC4SYs to be further specialized to produce a single ship type (Example: D7B, or D7C, or D7L). The cost for the ship is decreased an additional 10%. An empire must have shipyard specialization (B8.80) before it has automated shipyards. A shipyard so converted will have its specialized ship type and an "A" after it. So a D7BSYA can produce *only* D7Bs at a cost savings of 25% off the EPV. To convert either a specialized shipyard or a regular shipyard to an automated shipyard, it takes one turn of inactivity and has no EP cost. An automated shipyard may be "un-automated;" this takes one turn of inactivity and has no EP cost. FRDs, FRXs, and CDKs (B8.96) as well as BSSYs (B8.90) may *not* be automated. This tech is only available after a successful R & D program.

**(B8.86) Compact Shipyards.** When this technology is gained it allows an empire to build more shipyards on a system. Compact shipyards are the same as their regular counterparts except they cost 30% more EPV to construct. To convert a non-compact shipyard to a compact shipyard requires one turn of inactivity and costs 30% of the "regular" shipyard price. (Example: An SC3SY is to be converted to a compact SC3SY. After a turn and 180 EPs, it is successfully converted.) Eligible compact shipyards may be specialized and automated. A compact shipyard's capacity point value is reduced by two from a "regular" shipyard's value, but may never be less than 1. (Example: A compact SC2SY would have a value of 3; a compact CWSY would have a value of 1; there is no reason to have a compact DWSY.) A compact shipyard is indicated by a small "c" before it (cSC4SY). This tech is only available after a successful R & D program.

**(B8.90) BSSYs:** A base station may be converted to an ad hoc SC2SY shipyard. To do so takes one turn and has no EP cost. Such a unit is noted as a BSSY. Units built in a BSSY are 30% higher in their EP cost and take an additional turn to complete. [Example: A Federation CDW (normally 100 EPV/70 BPV and one turn construction) would cost 130 EPs and take two turns to complete; a Gorn DND (200) would cost 260 EPs and take three turns to complete.]

**(B8.91)** A conversion built in a BSSY takes two segments and 30% more EPs.

**(B8.95)** A BSSY must be located at a producing system (i.e., at least a minor colony and a system that belongs to the empire that will be building the ships). Only one BSSY may be located at a given system. A BSSY may not be specialized (B8.80) or automated (B8.83).

**(B8.96) FRDs and CDKs:** A fleet repair dock (FRD) [including an advanced technology fleet repair dock (FRX) and a construction dry dock (CDK)] can act as an SC3SY, except that it requires an additional turn to build a ship unless it is an FRX building a normal size-class-4 ship, in which case it takes the normal construction time. A CDK is built as any base is and does not require a shipyard to build it. A CDK takes three turns to build, is completely stationary, and no more than one is ever built at a system. To act as a shipyard, the FRD or FRX must be at a fixed position (i.e., not being towed). Fleet repair docks and CDKs must be in the supplementary defense (E2.0) or transferred to the military (E2.0). The FRD or FRX need not be at a planet, but it must be in supply and it cannot be in terrain [see also (E4.111)]. FRDs, FRXs, and CDKs may be specialized (B8.80), but cannot be automated (B8.83). An FRD, FRX, or CDK cannot repair units during a turn when it has a ship under construction.

## **(B9.0) SCRAPPING AND MOTHBALLING**

**(B9.10)** Any number of military units may be scrapped in a turn as long as the net return is less than 25% of the empire's economic output, modified by mobility status (full war, limited war, etc.). See restoration mobility (B13.0) for exceptions to this rule.

**(B9.20) Value of Scrapped Units:** CWs, DWs, and facilities give back 35% of their EPV. Other scrapped units give back 50% of their EPV. The Galactic Bank Corporation (GBC) may provide more if the empire is a member (B10.0, B10.60). A partially scrapped unit is prorated for combat purposes, although once scrapping begins, it may not move. Mobile units to be scrapped must be at a starbase, fleet repair dock, construction dry dock, or shipyard. If the scrapping is done at an FRD or FRX, the FRD or FRX must be in supply (C13.0). Scrapping is not dependent upon size, so an SC2 ship could be scrapped at a DWSY. Starbases and shipyards can simultaneously scrap a ship and build others.

**(B9.30) Timeframe:** It takes a year to scrap size-class-2 ships, starbases, a TCB (B4.10), a QCB (B4.20), star palaces (B11.75), and star fortresses (B11.77). It takes six months to scrap anything else.

**(B9.40) Mothballing:** Sometimes an empire may want to [or have to (B13.20)] store some ships for later use. Any military ship or attrition unit may be mothballed. This takes no time and can be done anywhere. Once mothballed, the ship cannot move. If the ship is attacked (or can respond to an attack at a system), it is inactive for two combat rounds, then it fights at 25% of its AF/DF. Afterwards it goes back to mothball status.

**(B9.50)** Any number of ships may be mothballed at any given time, but only three ships of a given size class (or groups of 12 fighters/bombers, eight interceptors, and six PFs) may be reactivated each turn.

**(B9.60) Cost of Mothballing:** When a unit is mothballed, it costs a percentage of the unit's EPV to keep it in mothballs. Each turn, 4% of a ship's EPV must be paid; 1%, for fighters; 2%, for Interceptors and PFs). If this fee is not paid, then the unit is activated, or, if it cannot be activated, it is crippled on the turn when the fee is not paid and it is destroyed the next turn when the fee is not paid. No costs are incurred when on any war mobility (B12.70).

**(B9.70)** When a unit is mothballed or scrapped, half of its crew units are stored for use on other, presumably new ships. If the ship had green or poor crew, all of its crew units are stored. Mothballing is usually done to reduce the effects of poor crew. When or if the mothball units are ever activated, new crew will need to be created.

## (B10.0) GALACTIC BANK CORPORATION (GBC)

**(B10.10)** The Galactic Bank Corporation is the economic conduit of the galaxy. The GBC's origins are unclear although it is rumored to have started in Federation space around Y147. After a mysterious scandal involving the Orions in Y151, the GBC expanded to other areas of the galaxy. Feeding on the constant warfare that abounded, the GBC profited and grew into a mega-corporation. The GBC's monopoly is complete.

**(B10.20)** The GBC offers the following services: savings, loans, transfers, scrapping, and trusts.

**(B10.30) Savings:** Money (EPs) can be deposited into the GBC. The interest is compounded at 6.0% each turn. Orders must be given to deposit any EPs that an empire wishes to be in savings.

**(B10.40) Loans:** The GBC will provide loans at a variety of rates depending on the empire's status (as rated by the GBC). Class A clients may borrow up to 30% of their treasury per year at a rate of 12.5% interest per turn; Class B clients may borrow up to 20% of their treasury per year at a rate of 17.5% interest per turn. Class C clients are considered a "bad risk" and are not eligible for loans. If an empire cannot afford to pay its own loans, the GBC may, at its discretion, lower the client status of the empire. If an empire's credit rating slips to Class C, all loans are called. If the empire cannot pay its note, then its assets are liquidated to compensate.

**(B10.45) Liquidation:** If an empire falls short of EPs, perhaps as the result of enemy convoy raids during a non-build turn or a note being called (or any other reason), and if the empire doesn't have EP reserves, then liquidation will occur. (If the empire is not a member of the GBC, or has the maximum loan already out, it is always good to save some EPs.) Liquidation is an independent action of scrapping and not bound by its rules. To cover any debt in an empire, items will be scrapped in the following priority: mothballed units, incomplete units, bases, military ships, MM ships.

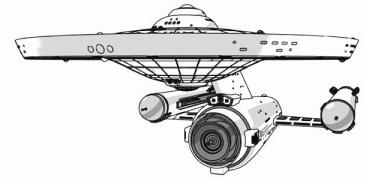
**(B10.50) Transfers:** The GBC will wire EPs directly to another empire's account for a fee of 4% of the value of the transfer. The only other way to send an empire EPs is to physically transport the assets on a ship (B1.25).

**(B10.55) Aid Limits:** The maximum amount of aid (in assets or EPs) that can be transferred each turn is 25% of an empire's treasury as it appears on the current status sheet. This is in addition to the limits on transferring generic R1 ships (B11.100). The maximum an empire can receive is 25% of its treasury as it appears on the current status sheet. The financial aid received is in addition to any loans from the GBC (B10.40). Example: The Frax have a treasury of 1000 EPs; the Klingons have 10,000 EPs. The Klingons can provide 250 EPs of financial aid to the Frax. This will cost the Klingons 260 EPs due to the transfer rate (B10.50). The Klingons could spend up to 2240 EPs in aid to other empires. The Klingons could also physically transfer 120 EPs worth of R1 ships to the Frax, but could not give the Frax military ships this turn. The Frax could also apply for a GBC loan.

**(B10.56) Expeditionary Fleet Fees:** The fees that an empire spends on its own expeditionary fleet (C22.0) or on an expeditionary fleet within its own space are not subject to aid limits and are not counted as aid to or from an empire. Example: The Klingons send a large expeditionary fleet (2800 BPV of ships) to the Frax. The maintenance cost of an EP per 5% of the BPV over 1800 (50 EPs) can be paid by the Klingons and not affect their ability to give financial aid. It will also not affect the ability of the Frax to receive EPs from an empire.

**(B10.57) Paying Loans for Another Empire:** If an empire pays for the GBC's loan to another empire, then that payment counts towards the amount of aid the empire can loan, cannot exceed the 25% limit that the empire that took out the loan could receive, and may adversely affect the credit rating of the empire that did not pay its own loan. Example: The Frax have a loan from the GBC for 300 EPs. Using the finances from the example in (B10.55), the Klingons may pay a maximum of 250 EPs on the loan. If they do so, then 250 EPs cannot be given directly to the Frax and the Klingons can only give 2250 EPs to other empires. The Frax must pay the other 50 EPs and any interest.

**(B10.58) Order of Applying Financial Aid:** If there is a miscalculation and an empire receives more financial aid than it is eligible to receive, the amount is applied from smallest donation to largest with the extra being refunded. If an empire donates more than the 25% limit, the EPs are distributed in the order listed. Example: Using the finances from (B10.55), the Frax received gifts from the Federation (75 EPs) and the Seltorians (25 EPs). The Seltorians' gift is processed first, then the Federation's. The Klingons are refunded 100 EPs. The Seltorians listed the Frax as getting 25 EPs, the Klingons as getting 1000 EPs, and the Lyrans as getting 75 EPs. The Seltorians could only donate 200 EPs. The Frax get 25 EPs; the Klingons, 175 EPs; the Lyrans, nothing.



**(B10.60) Scrapping:** The GBC will give an empire 42% of the EPV for CW and DW units and 67% of the EPV for scrapped ships and attrition units. All costs for scrapping are based on actual cost paid for by the empire.

**(B10.70) Trusts:** For a flat fee of 100 EPs, the GBC will hold EPs in trust. The trust will be released only after predefined conditions are met. It will not earn interest.

## (B11.0) BASIC ECONOMICS

**(B11.10) Base Economic Value:** The amount of money (EPs) that an empire generates in a turn while on peacetime mobility (B12.70) is the empire's base economic value (BEV). The BEV can be altered by various adjustments in the empire's economic mobility status (B12.70), survey work, or by the loss or gain of additional systems. The amount of available EPs is shown on the empire's status sheet.

**(B11.11)** If an empire is crippled, then its BEV is reduced by 50%. For an empire to be crippled, one of the following must happen:

- Trade routes: The empire is unable to maintain at least 50% of the trade routes needed to keep it going.
- Homeworld: The empire's homeworld is decimated (C7.30).

Note that rubble (C7.40) has no additional empire-wide effects. The act of blockading the homeworld (C12.95) doesn't constitute as crippling an empire.

**(B11.15)** A distinct procedural order occurs for determining the treasury of an empire.

- Determine the net percentage increase/decrease due to MRR (B3.20), command rating reductions (B12.110), trading pact adjustments (C30.0), and economic exhaustion (B12.0).
- Add/subtract any system gains/losses from the empire's BEV, additions from QCB construction (B4.20), as well as QCB/TCB losses, decimations, and annihilations.

- c. Reduce/increase the BEV by any percentage change from step “a.”  
 1. Any income from all trade pacts which generates fixed values instead of percentages are added to the BEV now.
- d. Apply any change to BEV due to mobility shifts (B12.70). [See (E1.31d) for an exception to this.]
- e. Add or subtract any EPs gained from scrapping or borrowing done this turn, including interest.
- f. Subtract losses due to Merchant Marine freighter deficiencies (E1.30).

The final value, rounded to a whole number, is the empire’s total treasury of EPs available for the turn.

**(B11.20) Core Economics:** Homeworlds have an additional value called core economics. It is shown on the status sheet. Example: Core Economics: Peladine- 25 EPs. This is how much more the homeworld is worth, over and above the (B1.40) values. The core economics will already be included into the empire’s BEV. Core economics for a system can also be added by QCBs (B4.20).

**(B11.30)** [Rule Number Unused.]

**(B11.40)** Items are built one turn in advance. For example, an admiral would write construction orders on the Y159.2 turn for things that are to be built in Y160.1.

**(B11.50) Conversions:** Conversions of ships or bases are never free. Conversions can be done at a shipyard, sector base, starbase, star fortress, star palace, construction dry dock, or a fleet repair dock. Each of these facilities can convert one ship to another variant each turn, within an empire’s conversion rate limits. It takes one segment to perform a conversion. The cost for the conversion is the difference in EPVs.

If the empire is not on a war mobility, then its conversion rates are halved (but never less than one). Conversions are counted as they leave the slip, not as they enter it. Example: The ISC is allowed two SC4 conversions per turn. When the empire is on peacetime mobility, it may have one SC4 conversion. The turn the ISC is on PT mobility, it gets a new SC; it orders a new DDL and SC since it plans to be on a war mobility next turn.

**(B11.51)** Any conversion may have a increase/decrease in crew from one variant to another. This difference must be calculated and accounted for in crew generation.

**(B11.52)** An empire may not substitute conversions. Example: The ISC has one SC2 and one SC4 conversion per turn. They may *not* chose to substitute the SC2 for a SC4 conversion.

**(B11.55) Improved Conversion Rates I, II, III (ICR-I, ICR-II, ICR-III).** Each level of this tech grants additional conversions for an empire. ICR-I: One extra SC4 conversion per turn while on a war mobility (B12.70). ICR-II: One extra SC3 conversion per turn while on a war mobility. ICR-III: One extra SC2 conversion per turn while on a war mobility. The empire must gain each ICR in sequence (i.e., I before II, etc.). If an empire had ICR-I, II, and III, the empire would gain an extra SC4, SC3, and SC2 conversion per turn while on a war mobility. This tech is only available after a successful R & D program.

**(B11.56) Improved Conversion Rates MM (ICR-MM).** Similar to ICR-I, this tech grants the empire an additional Merchant Marine ship conversion per turn while on a war mobility. This tech is only available after a successful R & D program.

**(B11.57) Improved Conversion Rates Bases (ICR-Base).** Similar to ICR-I, this tech grants the empire an additional base conversion per turn while on a war mobility, replacing the SC2 conversion that some specialized bases require. This tech is only available after a successful R & D program.

**(B11.58) Improved Conversion Rates WAR (ICR-WAR).** Similar to ICR-I, this tech grants the empire an additional war cruiser and an additional war destroyer conversion per turn while on a war mobility. This tech is only available after a successful R & D program.

**(B11.581) Improved Conversion Rates LEADER (ICR-LDR).** Similar to ICR-I, this tech grants the empire an additional “leader or command” class conversion per turn while on a war mobility. This tech is only available after a successful R & D program.

**(B11.59) Improved Conversion Rates XI, XII (ICR-XI, ICR-XII).** Similar to ICR-I, these technologies grant the empire additional first-generation X-ship conversions. ICR-XI: One extra SC4 first-generation X-ship conversion per turn while on a war mobility (B12.70). ICR-XII: One extra SC3 first-generation X-ship conversion per turn while on a war mobility. The empire must gain each ICR-X in sequence (i.e., I before II). This tech is only available after a successful R & D program.

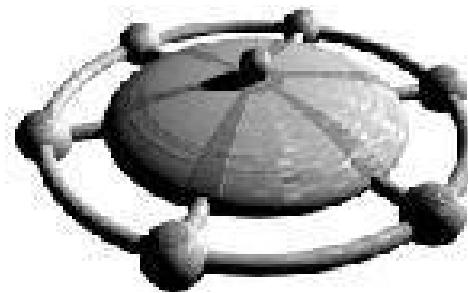
**(B11.60) Direct Base Construction Rates:** Small and medium ground bases take two segments to build. Base modules, system activity maintenance stations (SAMSs), defense satellites (DefSats), and commercial platforms take six segments to build. Mobile bases (MBs) take one turn to build. Base stations (BSs) and commercial bases (CBs) take one year to build and are the largest bases that can be built independently without following an upgrade path.

**(B11.61) Upgraded Base Construction:** All larger bases [i.e., those not mentioned in (B11.60)] must be upgraded from existing bases. Upgrade paths are listed in (B11.70). Steps may not be skipped; i.e., a starbase or sector base cannot be upgraded directly from a base station or mobile base and a BATS must be upgraded from a base station, not a mobile base. Using the star fortress (B11.75) or star palace (B11.77) techs also means upgrading an existing starbase to a star fortress and an existing star fortress to a star palace.

**(B11.65)** Large bases may *not* be built on the surface of a system.

**(B11.70)** Bases can be upgraded. Empires do not get free base conversions at any time. Bases have flat fees (in EPs and crew) for each conversion step.

SAM → MB, 1 turn, 50 EPs (5 CUs)
MB → BS, 1 turn, 60 EPs (30 CUs)
BS → BATS, 1 turn, 80 EPs (40 CUs)
BATS → STB, 1 turn, 80 EPs (10 CUs)
BATS → SB, 1 turn, 400 EPs (150 CUs)
STB → SB, 1 turn, 320 EPs (140 CUs)
CPL → CB, 1 turn, 50 EPs (60 CUs)
CB → TCB, 2 turns, 250 EPs (150 CUs)



For those who do not want the TCB, the equivalents are:

TCB = CB, MB, 3xCPL or TCB = 2xMB, 3xCPL.

The MB must have all cargo pods. There is no limit (other than funds and crew availability) on the number of basic bases that can be built or converted each turn.

**(B11.71) Integrated Orbital Base Defense (IOBD).** If at least three bases, each no smaller than a base station [a base station being used as a shipyard (BSSY) counts as a base for the purposes of this rule], are in orbit in the same tactical area, each gains a +15% defense factor bonus. If the number of bases drops below three due to their destruction or capture, then IOBD ceases to function and the DF bonus is lost (this may happen in the middle of a battle). The bases cost an additional 15% EPV. This technology does not require a conversion. Bases with this tech will be designated “+.” This tech is only available after a successful R & D program.

**(B11.75) Star Fortress (SF).** A star fortress is an up-armed starbase. It has the same special rules as a starbase except it has two more special sensors, can hold two more modules, costs an additional 33% in EPV and crew, and has a BPV 25% higher than a starbase. Converting a starbase to a star fortress takes a size-class-2 conversion slot. It may *not* be converted to X-technology. This is not the *SFB* stellar fortress. This tech is only available after a successful R & D program.

**(B11.77) Star Palace (SP).** A star palace is an up-armed star fortress. It has the same special rules as a star fortress except it has two more special sensors, can hold two more modules, costs an additional 33% EPV and crew, and has a BPV 25% higher than a star fortress. Converting a star fortress to a star palace takes a size-class-2 conversion slot. The morale of a system is permanently increased by one when a star palace is built in orbit. It may *not* be converted to X-technology. This tech is only available after a successful R & D program.

**(B11.79) Ground Shield Generators (GSG).** This tech creates a small ground base that can link up to four other small bases of the same type. It has the same EPV as the type base it shields. The GSG has an attack factor of zero and a defense factor of 15 (the DF does NOT get multiplied by four). The one-to-four bases linked this way add 25% to the DF of the linked group (not counting the GSG). Example: 3xGBDP (price: 3 x 14 = 42 EPs) and a GSG (price: 14 EPs) are on a system. The 3xGBDP normally have a DF of 24. With a GSG, the 3xGBDP would have a DF of 30. The DF for the group of 3xGBDP and the GSG would be 30 + 15 (which is the GSG’s DF) for a final DF of 45. This tech is only available after a successful R & D program.

**(B11.80) Price of Building Units:** The cost of building most units (war cruisers and war destroyers have specific discounts as detailed below) is directly based on the unit’s EPV per the *SFB* Master Ship Chart (MSC), found in various ADB, Inc. products and collected in the various editions of *Module G*. (The latest edition of *Module G* is nearly essential for *Galactic Conquest* players.) Some empires may have discounts on specific units; if an empire does, then the discounted units will be listed in that empire’s special rules. The EPV of CW and DW class ships is dependent on the number paid for in a single turn. For each CW purchased, the EPV for all CWs purchased that turn goes down by 4%; for each DW purchased, the EPV for all DWs purchased that turn goes down by 4%. This discount is cumulative, but applies only to the same class ship. The maximum benefit is 24% off the listed EPV. Example: The Klingons can build one D5 at 110 EPs, or six D5s at 110x6 = 660 EPs, minus 4% each (24%) is 502 EPs. That would be 84 EPs each. They could spread this over several turns if the SY capacity was lacking. Example: The Frax wish to build two DWs, a DWS, and three CWs. The CWs would be discounted by 12%; the DWs and DWS, by 12%.

**(B11.82) CWH:** These are MV cost 3/4 CW hulls. The CWH is a separate design which does not count as a CW for any purpose except a -2 DF penalty in Appendix 1/D. They are built in CW shipyards. Basic CWs may not be converted to CWHs.

**(B11.83) Battleships:** Being the ultimate limit of starship design, all ships within the battleship (BB) class, including heavy/light battleships, are under the following restriction: The first hull in any BB class that an empire builds in a turn costs the normal amount of allocated EPV. Each additional BB-class hull built that

turn costs an additional 20%, and that increase is cumulative. The most expensive ship started is charged the highest percentage increase. Example: The Klingons start a B10 and a B11 in the same turn. The B10 costs standard EPV but the B11 will cost an additional 20% more to build. If the Klingons started a B10A as a third BB-class construction, the B10A would cost 20% more economic points to build; the B11 would cost 40% more economic points.

**(B11.85) Drones/plasmas and EPV:** When a drone or plasma armed ship is built (for multiple turn builds, the “build” turn is the turn that the unit was finished, not started) as new construction, if the current drone speed (or SABOT plasma) is higher due to upgrades, then the ship’s EPV must include the price of the speed upgrade. Assume all drone racks have type-I drones for EPV purposes. Existing ships will automatically, and instantly, have any speed upgrades for no cost. Note that fighters and gunboats do not get drone speed upgrades (C20.400). R1 units, unless specifically included do not pay for or get the advantage of these upgrades. Bases that are size class 4 or larger, including ground and space based models, are treated like warships; they get the BPV bump at the applicable time(s) and must pay for it if built after that time.

**(B11.851) Drone Bombardment Ships:** Drone bombardment (DB) ships cost double their listed EPV. Converting an existing ship to be a DB variant still requires that the difference in the total price of each be paid. If a tug is given DB pods, then the tug’s cost must also be paid as an increase of +100%. Certain empires may have reduced costs in their special rules. Example: The Frax decide to convert a DW to a DWD(B). The DW costs 90 EPs; the DWD(B) would cost  $2 \times 93 = 186$  EPs if built new. The Frax must pay 96 EPs to convert the DW to a DWD(B).



**(B11.86) Prototype Division Office (PDO).** With this organization in place, an empire may build prototype ships four years in advance rather than the normal two years (or two years for size-class-2 ships which normally get no prototypes). An empire may build one SC2 and one SC3 prototype per year; an empire may build a one-turn-build prototype (war cruiser or SC4 ship, including war destroyer) per turn. (Please note that this technology only affects ship hulls and their variants; it has no effect upon refits.) Only timed tech (excluding early refits of various types) can utilize PDO. This tech is only available after a successful R & D program.

**(B11.90) Moving a Homeworld:** During an emergency (and the GM must agree that it is an emergency), the core economics of a homeworld may be moved to a new homeworld. This takes two turns (50% each time). Doing this has two effects: first, the shifted EPs may not be spent and second, the morale of the previous homeworld drops by two permanently, and the system is under aversion status.

**(B11.100) Giving Generic Ships Away:** An empire may send up to 120 EPs worth of generic ships to other empires each year. A generic unit is anything with a R1.0 rule number in *SFB*. This amount is a total for what may be sent; the empire cannot send 120 EPs of ships to one empire and another 120 EPs of ships to another empire. The ships must physically move across the border into the other empire.

**(B11.110) Bases:** Bases can be built in open space or at a system. There is no limit to the number an empire can build as long as they are supported by the Merchant Marine (E1.35). However, a maximum of six bases may be in the same tactical area (which means that a system can have only six large bases, including a commercial base, in orbit). The bases must be able to command themselves [all bases have command rating (D6.1)].

**(B11.115) Freighters:** Any freighter with single pod construction (Example: FSS or FES) can be built in a SC4SY two at a time as long as they are of the same type. This can only be done in a shipyard and not other construction facility.

**(B11.120) National Guard Ships:** A starbase, stellar fortress, star fortress (B11.75), or star palace (B11.77) may build one size-class-3 or size-class-4 National Guard ship in a year, instead of a building an R1.0 unit. The National Guard ship must be paid for with funds from the military. The National Guard ship is then attached to the SB (or SF or SP) and becomes, for purposes of combat, movement, and Reactionary Movement rules an attrition unit (like a fighter or a gunboat). A SB (or SF or SP) may have up to its command rating in National Guard ships. If they ever exceed the command rating, the excess ships are considered to be placed in mothballs (B9.40). National Guard ships may never leave the hex where they were built. The number of size-class-3 National Guard ships cannot exceed the number of size-class-4 National Guard ships at an individual system.

**(B11.130) National Guard Ship Transfers from the Military to the Merchant Marine:** As technology marches on, some ship types historically were transferred from the military to the Merchant Marine. Up to two ships of size class 4 (or one ship of size class 3) per turn can be transferred to the Merchant Marine. They must be types that historically were transferred. Any costs required to convert them to police standards must be paid for by the Merchant Marine.

## **(B12.0) ECONOMIC EXHAUSTION (EE)**

**(B12.10)** During a war, an empire uses all of its resources to wage and finance the conflict. Unfortunately, other areas of its economy are shut down. Although this imbalance has no effect on the empire in the short term, the long-term effects will cause the empire to eventually succumb to “Economic Exhaustion” or “EE.”

**(B12.20)** Economic exhaustion has two components: supply of materials and the war’s effects on citizens.

**(B12.30) Materials:** As the war drags on, valuable mineral resources and high-tech parts become short in supply. To reflect this, an empire’s economy will eventually wear down.

**(B12.40)** An empire cannot remain on full war (FW) mobility indefinitely. After a prescribed number of turns on FW mobility, an empire’s income of EPs is cut by 50%. This decrease is “across the board” and affects all of the EPs the empire generates. The empire’s current status sheet will show how many turns it has left before it succumbs to EE. This number is known as the Economic Exhaustion Plateau (EEP). It is shown as an equation “ $EEP = \# - @$ ” where the “#” is the maximum number of turns an empire could ever be at FW mobility and “@” is how many turns it has already used of FW mobility. When the EEP reaches 0, the empire has reached EE. It could be negative as well, showing how long the empire has been in EE. Example:  $EEP = 9 - 10$  would mean that the empire had another turn before it could return to zero [provided it went off of a war mobility (B12.70)] and a second turn before it was out of EE.

**(B12.50)** The number of turns an empire can stay on FW mobility and be unaffected by EE is dependent upon the number of systems it currently controls. Each major system allows an empire to be on FW mobility, with no ill effects, for one turn; each minor colony allows for a half turn on FW; each homeworld allows two turns of FW mobility. Example: The Federation has 12 major systems, four minor colonies, and one homeworld. It could stay on FW mobility for eight years (16 turns) without suffering any ill effects. This value is based on what the empire currently controls and may increase or decrease each turn as the empire loses or gains systems.

**(B12.60)** An empire may voluntarily go off full war (FW) mobility. The empire can choose limited war (LW) mobility, peacetime (PT), or restoration mobility (RB). Each turn on LW subtracts from the empire's EEP by only 0.5, rather than one as happens during FW mobility. PT adds one to the empire's EEP, up to its current maximum. RB adds two to the empire's EEP.

**(B12.65)** If the empire has seven or fewer *major* systems, it recovers from EE (B12.6) twice as fast when the empire is on RB or PT mobility. Example: PT would add two rather than one to the empire's EEP.

**(B12.70) Economic Mobility Level:** When on FW, the empire doubles its BEV (B11.15d). When on PT, the empire uses 100% of the BEV. When on LW, the empire gains 50% more than the PT BEV. When on RB, an empire has only 50% of its BEV. Example: The Klingons have a BEV listed on their status sheet of 500 EPs for Y150.1. They could give orders next turn to stay on PT mobility and have 500 EPs to spend, or they could go to FW (1000 EPs), LW (750 EPs), or drop to RB (250 EPs) mobility.

**(B12.80) Accelerated War Mobility (AW).** When on this war mobility an empire's BEV is increased 233%. Its EEP decreases by 1.5, and the empire generates 3d6 of poor crew (B12.90). The MM economy remains as if FW were in effect. This tech is only available after a successful R & D program.

**(B12.85) Feed the Workers (FTW).** This tech allows extra economic exhaustion points to be gained. An agricultural network can be set up; each network adds 0.1 to the EEP number each turn; the addition is not cumulative, but reflects that the number could change from turn to turn. A network consists of 12 small ground agricultural stations (GSAs). A major system may have a maximum of two networks and a minor colony may only have one. Feed the Workers also affects a system's morale by adding one to the morale. These small ground bases are affected by the limits of ground bases on a system. The tech is only available after a successful R & D program.

**(B12.90) Biological Entities:** As a war continues, the shortage of trained personnel becomes even more critical. The following is a list showing the amount of total poor crew units (PCUs) produced each turn:

Command Rating-5 status:	+1d6x(0.1%) (this adds to the roll for mobility) (B12.115)
AW mobility:	+3d6x(0.1%) (B12.80)
FW mobility:	+2d6x(0.1%)
LW mobility:	+1d6x(0.1%)
PT mobility:	-1d6x(0.1%)
RB mobility:	-2d6x(0.1%)

For every 10 major systems (not minor colonies) an empire may subtract 1d6x(0.1%)/turn of PCU. These values are cumulative. Example: The Romulan PCU percentage is 6.6%. They are on FW mobility and the 2d6 roll = 7. They would generate 7.3% PCUs, but they have 10 systems. Their 10-system roll (1d6) is a 3, so the Romulan PCU roll this turn is only 7% (7.3-0.3).

**(B12.92)** Generally crew generation is prorated with the completion level of the unit being built. If an empire spent enough EPs to make a unit 34% complete then 34% of the unit's allotted crew will be generated as well. In the case of mass-produced CWs and DWs, crew is generated ONLY when the ships come off the line.

**(B12.95)** The decrease roll for poor crew are only used to lessen the "hurt" when poor crew rolls are made. It never can reduce the poor crew generated by more than the poor crew die roll. The reduction rolls do not occur when on PT or RB mobility. Example: The Lyrans have 30 systems and a PCU percentage of 18%.

They are on LW mobility and roll a 2. Their 30 systems give them a 3d6 roll and they get 12. They will generate 18% PCUs as they cannot lower the PCU percentage except by going on PT or RB mobility.

**(B12.100)** If admirals do not specify where poor crew is to go, then the decision will be made by the GM. Gunboats may have poor crew, bases may not. The MM may not use PCUs (C9.20). When placing PCUs, the entire crew of a ship or gunboat must be filled with the poor crew. “Leftover” PCUs will be placed in reserve for later use. If this reserve grows large enough and is not placed by the admiral, the GM may warn the admiral the crew will be placed for him, then place the PCUs if the warning is not heeded.

**(B12.110) Command Rating-3:** The effects of economic exhaustion can be lessened in several ways. If an empire lowers its command rating by three [all squadrons must operate at this command rating level or operate under (B12.120)], its BEV (B11.15) goes up 25%. Except when an empire is on RB mobility, setting an empire’s status to Command Rating-3 can be done at any time.

**(B12.115) Command Rating-5.** An empire may drop its command rating by five. This cannot be done on RB mobility. If used during FW or LW mobility, the EEP count decreases by an additional 0.25 for LW and 0.5 for FW each turn that Command Rating-5 is in effect (EEP is not adversely affected if Command Rating-5 is used during PT). In addition, the PCU-generation die roll increases by one die for FW/LW mobility. The economic effect of Command Rating-5 is the empire’s BEV increases +40% (rather than 25% as in Command Rating-3). Example: If an empire were at FW and went to Command Rating-5, its BEV would be +140%, its EEP would tick down 1.5 rather than just 1, and 3d6x(.1%) PCUs would be generated (instead of 2d6). This tech is only available after a successful R & D program.

**(B12.120) Command Rating Reduction Exemptions:** Any squadron can be exempt from Command Rating-3, Command Rating-4 (B13.10), or Command Rating-5 reductions if a maintenance fee of 70 EPs per turn is paid and support ships provided per (E1.35d). The command rating of any unit may never fall below one.

## **(B13.0) RESTORATION MOBILITY (RB)**

**(B13.10) Restoration Mobility (RB):** When an empire is on restoration mobility, the EPs an empire would normally earn are not available for military use. Command Rating-3 (B12.110) cannot be used to increase income; instead, the empire’s command rating drops by four with no increase in economic output.

**(B13.15)** If an empire has seven or fewer *major* systems, its command rating drop is only three rather than four for (B13.10).

**(B13.20)** Each turn on RB, one size-class-3 ship and two size-class-4 ships must either be scrapped or mothballed. National Guard ships may not be scrapped or mothballed. The following substitutions may be made:

SC2 = SC3 and SC4  
2xSC4 = SC3  
48xFighters = SC4  
12xPF/16xINT = SC4

(The fighter and PF/INT may not be pulled from surplus stocks)

**(B13.25)** If an empire has seven or fewer *major* systems, it does NOT have to scrap/mothball any units when on RB.

**(B13.30)** Each turn on RB doubles the economic output of all currently operating SRs in unsurveyed space (B3.0). During RB, SRs with the appropriate support ships (E4.20) may attempt MRRs in surveyed space. After spending a full turn prospecting a hex, there will be a base 50% chance (this drops to 15% if the hex is adjacent to any system; this percentage does not increase over time) that the area could support an MRR. If the ships fail, they may try again in the same hex next turn. Certain modifiers may apply to specific empires. If the empire is crippled (B11.11), all chances are cut by 50%. The empire's trade route system must still be active. Unless a system has been created, surveyed space MRRs cease operation (and the income they generated ends) when the empire changes mobility level from RB.

**(B13.40)** Due to money available for advanced training, outstanding crew (OCU) will be generated at a rate of 4% per turn.

## **(B14.0) SURRENDER**

**(B14.10)** In a hopeless war, an empire may choose to surrender to its foe. In some games this decision is not wholly within the player's control, but may be dictated by rules and conditions. The decision or requirement to surrender may result in surrender to multiple parties. The division of the spoils are then at the mercy of the victors. The division of the surrendering empire's assets must be negotiated and agreed upon by the conquering empires and the agreement submitted to the GM. The economics are always calculated by comparing the surrendering empire to each conquering empire. Example: The Slirdarians were being attacked by the Lyrans and Klingons. The Slirdarians surrender. Both the Klingons and Lyrans will be affected in different ways.



**(B14.15)** When an empire surrenders the following rules apply. The conquering empire (or empires) must be designated the senior partner. The size of all of the empires' economic output is determined by adding the amount of the treasury over the last three years. This value should be expressed as a simple number. Example: The Klingons have conquered the Slirdarians. The Klingons made 3000 EPs in the last three years; the Slirdarians, 300 EPs. The Klingons are a senior partner. The Lyrans also have beaten the Slirdarians. The Lyrans have made 1500 EPs and are a senior partner.

**(B14.20)** Each empire has a merging compatibility number (MCN) listed on its quick reference sheet. During surrender, the surrendering empire and conquering empire compare these values. The absolute value of the difference in the numbers is determined, then the result has +2 added. The resulting number is multiplied by 10 and is expressed as a percentage. Example: The Klingons have an MCN of 5; the Slirdarians, a 4. The difference is 1. Add 2 and the result is 3 and is expressed as 30%. The Lyrans have an MCN of 1; the difference for them is 3. Add 2 and the result is 5 and is expressed as 50%.

**(B14.201)** This percentage is applied to the surrendering empire's EPs. Those EPs will be subtracted from the conquering partner's BEV for a period of five years (10 turns). The loss is subtracted in (B11.15b). After the five years have passed, the conquering empire will have gained the surrendering empire's systems as if they were captured. Example: For the Klingons, the Slirdarian's 300 EPs are multiplied by 30% and the result is 90 EPs. For five years, the Klingons will subtract 90 EPs in step (B11.15b) of determining their treasury. For the Lyrans, the Slirdarian's 300 EPs are multiplied by 50% and the result is 150 EPs. For five years, the Lyrans will subtract 150 EPs in step (B11.15b) of determining their treasury.

**(B14.30)** At the time of the surrender all systems of the defeated empire are under aversion (B6.0).

**(B14.35)** At the time of the surrender a morale modifier of “-2” (B6.50b) is applied to all systems that surrendered. This penalty lasts for the next five years.

**(B14.36)** On the turn of surrender the first morale check (MC) made will determine the number of capital bases/defenses scuttled (destroyed) on each system. A passed MC results in no system defenses being scuttled. A failed MC indicates some system defenses are scuttled. The number of system defenses scuttled is determined by the difference in the MC and MC failure roll (Example: The conquering empire failed its MC by 3; three system defenses are scuttled). Units at the system are scuttled by BPV order from highest to lowest. Ground bases are grouped into units of six each. Scuttling only applies to military units. A system may not destabilize itself in this manner (B7.0). If a failed MC would result in military units being scuttled and destabilizing the system, the MC to that degree is ignored and the minimum amount of units are left.

**(B14.40)** At the time of the surrender all of the defeated empire’s command ships (D6.40) are scuttled. All pods, pallets, skids, and ducktails that add a positive modifier to a ship’s command rating (for example, a battle pod) are scuttled.

**(B14.41)** At the time of the surrender all of the defeated empire’s ships that are conversions “unconvert” to their normal hull type (this is done instantly and without regard to the usual conversion rules). Example: Any scout ships will immediately revert to their base hull (i.e., an FFS will become an FF). If there is a question as to what constitutes a “base hull,” the GM’s ruling is final.

**(B14.50)** At the time of the surrender the conquering empire takes all surviving ships and military bases and re-crews them. Any of the defeated empire’s legendary officers (A12.0) are destroyed (except the LA or LAs that represent the admiral or admirals of the defeated empire).

**(B14.60)** At the time of the surrender all of the defeated empire’s R & D is destroyed, as well as spies (C14.0), prime teams (C14.50), and other espionage. All special tech advantages the defeated empire had immediately cease to operate.

**(B14.70)** At the time of the surrender all the defeated empire’s trading pacts and treaties are stopped.

**(B14.80)** At the time of the surrender all the defeated empire’s MRRs (B3.0) are reduced to 0%.

**(B14.90)** At the time of the surrender the victorious empire does *not* assume the defeated empire’s economic exhaustion plateau (B12.40), poor crew quality percentage (B12.90), or GBC loans (B10.40).

**(B14.100)** The defeated empire’s mine systems/minefields (C4.0) remain intact. Spare MXs are lost. Any fighters or gunboats in “stock” remain intact. Any pods, pallets, modules, ducktails, and skids not scuttled (B14.40) revert to the most basic type (i.e., cargo pods, cargo modules, general skids, and freighter ducktails).

**(B14.110)** In the final steps of the surrender, the defeated partner will take the following steps:

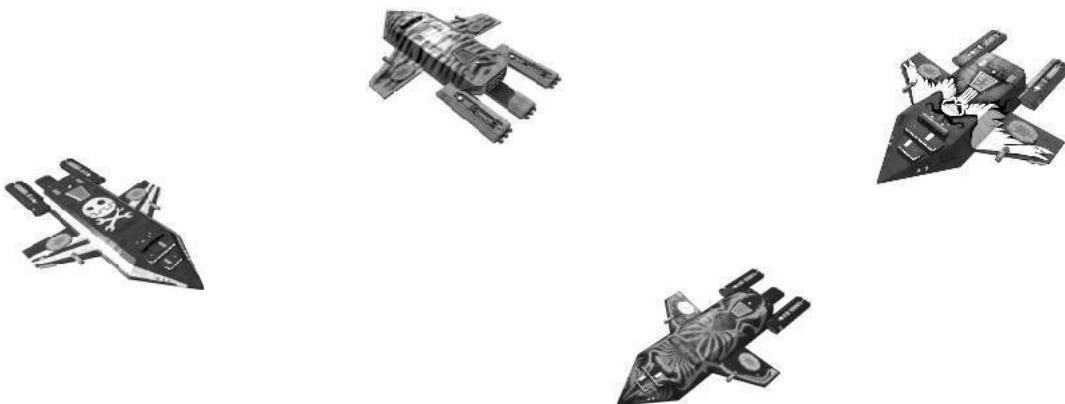
- a. Cease producing the empire’s ship types
- b. Disband the empire’s Merchant Marine strategic reserve except for the minimum number of freighters to keep things running; these ships are transferred to the conquering empire
- c. Convert all systems to the conquering empire’s tech
- d. Combine bank accounts
- e. Cease to consider the defeated empire’s homeworld a functioning homeworld (i.e., if the shipyard capacity for a major system has been exceeded, no more shipyards can be built; if the ground bases exceed the number allowed a major system, no more may be added; if bases or shipyards in excess of the limits are

destroyed or scrapped, then they may not be rebuilt or replaced; partially built shipyards that are in excess of the limits allowed for the type system must be scrapped) and transfers the extra EPs to the conquering empire's homeworld.

From this step in the merger process forward, the conquered empire becomes part of the conquering empire's territory.

### (B15.0) ORION PIRATES

**(B15.10)** The Orion Pirates are *not* run by a player and may not exist in all games. Random charts are used for pirate activity. An empire may buy the services of an Orion Pirate for raids, intelligence, or whatever else he can sell to the Orion.

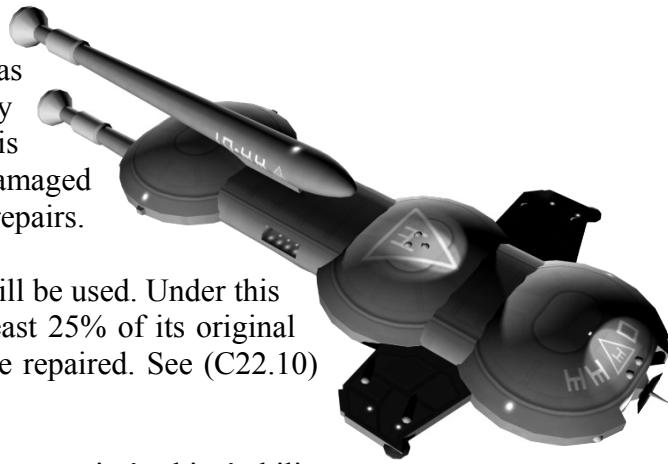


## **(C0.0) STRATEGIC OPERATIONS**

### **(C1.0) REPAIR**

**(C1.10)** After a scenario is over, each unit that has more than one point of defense factor (DF) left may conduct *SFB* rule (D9.7) repairs, if so allowed. This type of repair fixes one point of DF. If the unit is damaged and has only 1 DF, then it may not conduct (D9.7) repairs.

**(C1.20)** After a scenario is over, *SFB* rule (D9.4) will be used. Under this rule, if a ship is behind its own lines and has at least 25% of its original DF remaining, then 20% of the original DF will be repaired. See (C22.10) for expeditionary fleet restrictions.



**(C1.30) Super Repair Tech.** With this technology an empire's ships' ability to self-repair is increased. Each ship that is able to self-repair (i.e., meets the conditions within the rule used to self-repair) gains an additional one point of DF when using (C1.10) and gains an additional 5% of DF when using (C1.20). This technology is only available after a successful R & D program.

### **(C2.0) STRATEGIC REPAIR VALUE (SRV)**

**(C2.10)** The SRV value of a facility (C2.20) is the number of SC4 or CW ships that can be fully repaired every four segments. If the number is in parentheses, then that is the number of ships that can be repaired in a whole turn. Regardless of the SRV, any damaged ship can be fixed in a maximum of one turn. SC3, SC2, and SC1 ships take twice as long to repair as SC4 ships. Self-repair of a repair unit takes a full turn.

**(C2.11)** A repair unit must be in supply to carry out repairs. When repairing a unit, the repair unit itself can do no other function, although a conversion can be done the same turn.

**(C2.15)** A damaged repair unit must repair itself (or be repaired) before it may repair other units.

**(C2.20)** Following are the rates at which various repair units can tend ships. Automated (B8.83) and specialized (B8.80) shipyards function as a basic shipyard of the appropriate size class when acting as repair units. CWSYs and DWSYs can only act as repair units if ships are not scheduled to be built in them.

SC2 shipyard (SY) = 5  
SC3SY/CWSY = 3  
SC4SY/DWSY = 1  
SB = 10  
STB/BATS = 2  
BS (BSSY) = 1  
FRD/FRX/CDK = 4  
Repair pod/pallet = (2)  
FRL = (2)  
FRS = (1)  
QCB = (3)  
TCB = (2)

**CB = (1)**

Romulan repair modules = (1)

Small ground bases with repair capabilities = (1)

Examples: It would take an FRS 12 segments (one turn) to fully repair any ship. An FRD could repair four SC4/CW ships every four segments (12 per turn); the FRD could repair two SC3 ships (or SC2 or SC1 ships) every four segments or six per turn.

**(C2.30)** If the repair unit is not in supply, then it can repair its stated SRV once until it gets back into supply. The actual DF repair is prorated for the time spent at the facility and the damaged unit could leave at any time with only partial repairs.

**(C2.40)** Captured ships and ships of foreign construction must be converted for use in the capturing empire's own empire. This is an independent conversion rate of two ships of any size per turn. The conversion must take place at a repair facility. Conversion also requires re-crewing the ship, subject to the current poor crew unit percentage (B12.90). Conversion of a foreign ship that was built as a conversion (i.e., scouts, minesweepers, etc.) always results in a base hull as defined in (B14.41).

**(C2.41)** If a ship of foreign construction (not a captured ship) has poor crew, then those poor crew units are returned to the empire which sent the ship and are placed in the PCU reserve (B12.100). Example: The Deltans give the Gorns two CAs with poor crew (a total of 60 PCU). The Gorns give the ships to the Seltorians. When the Seltorians re-crew the two CAs, the Gorns get 60 PCU added to their reserve. If the Gorns had re-crewed the ships, the Deltans would have gotten the PCUs returned to them.

**(C2.42)** Until captured ships and ships of foreign construction are converted, they are treated as having poor crew (C9.40). They repair at 50% less for (C1.10) and (C1.20); they may not use Super Repair Tech (C1.30). Legendary officers will not serve with a foreign crew. A foreign ship that was built as a conversion (i.e., scouts, minesweepers, etc.) will function as a base hull as defined in (B14.41).

**(C2.45)** If an empire receives ships that are of foreign construction, those ships have their AF and DF reduced 25%. They also repair at 50% less for (C1.10), (C1.20), and (C1.30). They may not have special crew of any kind, including poor crew. Legendary officers may not be assigned to foreign ships. Legendary officers and outstanding crew may not be created on such ships as a result of battles.

### **(C3.0) INITIAL DEFENSIVE FORCES**

**(C3.10)** At the start of the game, all systems will have defensive forces listed on each empire's status sheet.

**(C3.20)** The maximum number of bases in orbit is six; the maximum number of facilities (small/medium ground bases) on the surface of systems or colonies is 24. Homeworlds can double the number of facilities (48). The maximum number of DefSats around any system is 10.

### **(C4.0) STRATEGIC MINEFIELDS (MX)**

**(C4.10)** Strategic minefields (MX) are abstract areas of space that block commonly traveled or important junctions. Any units passing through an unfriendly MX will lose one strategic movement point (D1.0). An empire's ships (i.e., ships owned by the empire) are always unaffected by the empire's own MX. If not

tended, minefields degrade (E4.50). Minefields may only be laid along a hex spine that is a boundary of a hex that is in supply for the mine-laying empire.

**(C4.20) Minesweepers (MS)** can clear a temporary path in an MX to allow passage without the loss of a movement point. A path is cleared for one segment in one tactical area. All units within the squadron containing the MS may pass unhindered. Assembling Movement (AM) (D2.34) could be used to have several squadrons pass an MX at the same time.

**(C4.25) Mine Sweeping Shuttle (MSS):** These shuttles perform the same as a minesweeper as long as each ship in the squadron has one. Each MSS costs 5 EPs to build; for any ships capable of carrying an MRS, an MSS would replace an MRS. A ship with an MSS will have it listed after the ship. At the end of any *battle*, if a ship is damaged and if the ship had an MSS, there is a 50% chance that the MSS was destroyed.

A ship may carry only one MSS. When an MSS is used to clear an MX, there is a 25% chance that the MSS will be destroyed. Any ship without an MSS (and if the squadron it is part of does not have an MS) that enters an MX is subject to (C4.30).

**(C4.30)** When desperate, a ship may cross an MX without an MS or an MSS or without giving up an MV. Each unit doing this has a 40% chance of suffering 3d6 points of damage. Units that are carried do not get damaged.

**(C4.40) Types of Strategic Minefields:** There are two types of minefields: regional and local. Local MX (LcMX) block the path to a specific, non-mobile unit. If enemy units wish to enter that hex but bypass the non-mobile unit, they also bypass the LcMX. Regional MX occupy a whole hex side and will always block the path of unfriendly units passing either way past the hex spine.

**(C4.45) Saturated Minefields (SMX).** This tech allows an empire to lay minefields that completely fill a hex. The hex must be in supply (C13.0) for the empire laying the SMX. It takes eight MX (C4.50) to create a saturated minefield and an SMX continues to count as eight MX for the purposes of MM support required by (E4.50). An SMX, once laid, affects anyone, including the empire that laid the SMX, entering the hex. It requires a minesweeper and two movement points to safely cross an SMX. If a ship tries to cross an SMX without an MS or MSS, the effects are the same as (C4.30) except that there is a 100% chance for each ship to take damage. An SMX will be marked on the map with dozens of red dots. An SMX cannot be laid on a trade route hex nor may it be laid on a hex with a system as the SMX would destroy the freighters. An SMX never degrades (E4.50). An SMX can only be removed from the map if an MS spends four uninterrupted turns clearing the hex. Four MSs could clear the hex in one turn; two MSs, in two turns. As the SMX does not degrade while being swept, it is either there in full effect or not there at all. No supply is possible in or through a SMX. An SMX may never be moved. This technology is only available after a successful R & D program.

**(C4.50) Minefield Placement:** An MX can be created and moved from one location to another. Once MX technology becomes available (normally Y160), an empire will receive an MX factor. This is the number of “free” regional MX the empire gets to place initially (regional MX may be used as local MX as there is no difference in price). Any extra regional MX and any MX built thereafter as limited by (C4.60) cost 50 EPs each. As soon as an empire gets MX tech, it also gains MS tech.

**(C4.55) Mass Mine Production (MMP).** This tech reduces the cost of MX by 50%. This technology is only available after a successful R & D program.

**(C4.60)** Each turn, up to four regional MX may be moved anywhere, or turned into LcMX (or four LcMX to four regional MX). Please note: As with many items that will appear on the map, the regional MX are not active until everyone has seen the map they are on, although LcMX are never shown on the map.

**(C4.70)** An MX is destroyed when an enemy front crosses it. It is then lost with no way to get it back other than regaining the lost territory and building another. Annexing all the hexes around an enemy MX will also destroy the MX. This does not affect a saturated minefield (C4.45).

**(C4.80) Sensor Mines (MXS).** This tech allows the entire empire to be covered in mines that have micro sensory equipment. These mines send a signal back to the empire's homeworld giving an accurate sensor reading throughout the empire. Each hex in the empire that contains no bases or system gains the equivalent of becoming a ship without a special sensor for purposes of (C5.0). There is no construction cost but, a cost of five EPs per open space hex/turn is applied to maintain them to full effect. There are always multiple inactive MXSs in each hex, so this makes it impossible for the enemy to totally eliminate the MXSs in a hex. In addition to the EP cost, the MM must maintain the MXSs; for every 20 hexes of open space in the empire, an F-ML and 2xF-MS must be in the MM SR (E4.50). If there are not enough F-MLs or F-MSs, then the MXSs cease to function. Any battles fought in an open hex with MXS tech being used grants the owner of the MSX one free special sensor to be used during the battle. The cost and coverage is for all hexes in the empire; there is no such thing as a partial MXS network. This technology is only available after a successful R & D program.



## (C5.0) SENSORING

**(C5.10)** All units have some kind of sensing ability. Any unit within scenario range will be able to detect the exact makeup of the ships in the scenario. Other options are in the following chart.

Unit	Range 0	Range 1
Systems, colonies, skiffs, gunboats, and fighters	Number of ships	Ships are present
Ships and bases	Size class and nationality	Number of ships
Bases and ships (SC4 or larger) with special sensors	Basic hull type	Size class and nationality

What the empire can determine is always based on the best category.

Example: Fraxia (a system) has a squadron of ships (CA, 2xDW) and a new DWS. The system can detect there are ships in the next hex and there are 10 foreign ships in the same hex it is in. The CA and DWs can detect that there are 10 ships in the next hex and that there are three SC3 ISC ships and seven SC4 ISC ships in the same hex as Fraxia. The DWS can determine there is an SC2 ISC ship accompanied by three SC3 ISC ships and six SC4 ISC ships in the next hex over and that the squadron in Fraxia's hex is comprised of 3xCA, 3xDD, 4xFF. It cannot determine if one (or more) of the DDs is really an SC or some other conversion. In a battle, the local ISC squadron could be determined to be a CC, 2xCA, DDL, DD, SC, FFL, 3xFF.

**(C5.20)** Ships docked to bases show up only after the ships undock. All ships are presumed to be in an undocked status unless otherwise ordered.

**(C5.30)** Sensor reports are based on what is detected at the end of the turn.

**(C5.40)** It is possible, due to MX, to be stuck in a hex spine rather than a hex. Sensoring will be calculated from the hex being left.

**(C5.60) Enhanced Sensors (ESS).** Any ship with special sensors (except for PFTs, tug and pod combinations, drone bombardment units, and PFSs) may be refitted with this tech once an empire successfully researches it. A ship with enhanced sensors will be designated by a “+” in front of it. A ship with enhanced sensors gains a two-hex Zone of Control (D2.20) for sensoring. The reading is treated as if it were one hex away.

Unit	Range 0	Range 1	Range 2
Unit with enhanced special sensors	Basic hull type	Size class and nationality	Size class and nationality

An opposing enemy unit may employ reverse tactical sensor jamming (C15.0). In combat, a ship with enhanced sensors has its attack factor (Appendix 1) reduced by 50%. In (A10.40b), each enhanced sensor counts as two normal sensors for electronic warfare advantage determination. This tech is only available after a successful R & D program. See (C19.30c) for X-ships.

**(C5.61)** The cost for installing ESS on the appropriate ship is 33% of the ship’s original EPV. The act of installing ESS is a refit and is *not* a conversion.

**(C5.70)** ESS does not extend scan range against cloaked units.

**(C5.72)** Bases may be converted to ESS. A mauler-armed base (MAB) (C16.70) cannot have ESS installed. Installing ESS on a base costs 33% of the base’s original EPV. Installing ESS takes only one segment.

**(C5.80) Super Avionics I, II, III (SAI, SAII, SAIII).** Each level of this tech allows the (A10.40b) maximum advantage to increase by one. The highest electronic warfare swing possible is eight. This tech is only available after a successful R & D program.

**(C5.90)** [Rule Number Unused.]

**(C5.100) Decoy Sensors.** These bases project false sensor reports. The empire using these must build the proper-sized base as detailed below. Decoy sensors can be placed on three different sizes of base. Once on the base, the decoy sensor can project a certain number of “ships” based on the size classes of the ships projected. A size-class-4 ship takes one “ship slot;” a size-class-3 ship takes two “ship slots;” a size-class-2



ship takes three “ship slots;” a size-class-1 ship takes four “ship slots.” The bases and number of ship slots the decoy sensor can produce are listed below:

a. System Activity Maintenance Station: A decoy sensor on this base projects up to four “ship slots” of ships in its hex in any combination.

b. Mobile base: A decoy sensor on this base projects up to eight “ship slots” of ships in its hex in any combination.

c. Base station or larger: A decoy sensor on this base projects up to 16 “ship slots” of ships in its hex in any combination.

The base itself does not appear on any sensor readings; it effectively is on silent running. Any number of bases holding decoy sensors can be in a hex [they are subject to the base limitations in (B11.110)]. Each base must be supported by the Merchant Marine if it is in open space (E1.35). The decoy can turn off and on as many times as it likes in a turn.

Example: The Gorns wish to funnel an attack along a certain path. Their stingy legislature insisted on building nothing larger than a SAM; but the military got enough EPs to build six SAMs. (The Merchant Marine had to scramble to build enough freighters to support so many bases!) The Gorns use the first SAM to project a BB and a BDD+, the second to project a DNT and a BDD+; the third to project a CCH and a CA; the fourth to project a CA and two BDD+s; the fifth to project four BDD+s; the sixth is underutilized to project only a BDS. The Romulans see this huge squadron, are dismayed to find the Gorns have enhanced flag operations (D6.25), and choose a different hex to pass through. Note that the Gorns did not project carriers or PFTs; projecting realistic fighters and PFs is too complex for the decoy sensors.

This tech is only available after a successful R & D program.

**(C5.105)** Decoys can be detected as such by using a sufficient number of special sensors. Each enhanced sensor (C5.60) counts as two sensors for determining the number of special sensors. If the number of special sensors is twice (or greater) than the number of “ship slots” the decoy can project, the ruse is detected. Only one detection per segment can be done by a set of special sensors. Example: The Romulans above only had a SeaHawk-C scout with two special sensors and could not detect the ruse. Had there been two SeaHawk-C scouts each with enhanced sensors, then they could have detected that four of the “ship slots” were fake on the first segment. Depending on their orders, they might assume all the ships were fake and move through the hex or spend more time determining the substantiality of the remaining ships.

## **(C6.0) CLOAKING**

**(C6.10)** A ship can cloak as long as it wishes on the strategic map.

**(C6.20)** A cloaked ship will be detected as a cloaked presence (CP) by others in the same hex, or six surrounding hexes for special sensors (See C5.70). Once detected, an enemy has the option to let the cloaked ship pass or try to engage it.

**(C6.35)** The number of cloaked ships is unknown until zero ZOC is reached.

**(C6.30)** When a cloaked ship is being searched for, the Cloaked Ship Detection chart (Appendix 2/B) is used. If the CP is not found, it continues on with the ability to be followed. Only one search can be made in any segment by any given squadron. If the cloaked ship is found, a scenario may be generated. During the first combat round, each cloaked unit is at a disadvantage of -30% to its attack factor. Ships (not Romulan or Orion) that have the cloak will have “clk” after their designation.

## (C7.0) CIVILIAN TARGETS

**(C7.10)** There are a variety of nonmilitary targets to choose from: commercial bases, heavy industries, and complete annihilation of systems. The most important consideration is the effect upon an empire's own systems. Read the morale rules (B5.0) carefully before starting to shoot up nonmilitary targets.

**(C7.15)** In a battle where only civilian units remain, the civilian units surrender and are considered captured by the enemy.

**(C7.20)** If a system's commercial base [CB, TCB, QCB, or equivalents (B11.70)] is destroyed, that system only produces half of the (B1.40), (B1.50), or (B1.55) amount. The owner of any type of commercial base may never destroy his own commercial base.

**(C7.30)** Decimation: To decimate a system or colony, at least 100 BPV of units must spend one complete segment at the system. During this segment, key industrial centers and maybe a few cities will be destroyed. All military bases must be eliminated before decimation can begin and there cannot be any enemy ships in the same hex. Note that decimation does not destroy any commercial bases (CB, TCB, etc.).

**(C7.31)** A decimated system will produce half of the (B1.40), (B1.50), or (B1.55) amount. Income from a QCB (B4.20) is likewise halved.

**(C7.32)** At the end of five years (10 turns), a system will have recovered from decimation and can begin to export at its normal rate. An empire may aid in the system's recovery. Every 75 economic points dumped into the system speeds recovery by one year (this fee must be paid in increments of a year). Yes, 300 EPs and a system will recover from decimation in a year. Decimation always takes at least one year to rebuild the infrastructure, no matter how many EPs are thrown at the problem.

**(C7.40)** Often systems will be both decimated and have no commercial bases of any type. In such a case, the loss is a *total* of 75% of that listed in (B1.40) or (B1.50). This is commonly referred to as "rubbling" a system. See (B1.30) for the effect of rubbing on homeworlds.

**(C7.45)** Section (C7.0) rules work independently of the acquisition and loss of systems. Section (C7.0) rules are applied in the order as follows in the example. Example: The Frax Faction, an eight-system empire, has lost one major system, has two rubbed systems, and has one decimated system. Using (B1.40), this affects four systems and the effects are applied in reverse. Therefore, the eighth system is worth 100 EPs, the seventh worth 75 EPs, the sixth worth 53 EPs, and the fifth worth 38 EPs.

The lost system is subtracted first and the loss to the Frax is 100 EPs.

The decimated system is subtracted next.  $75 \text{ EPs} \times 50\% = 37.5 \text{ EPs}$ .

The two rubbed systems are subtracted next.  $53 \text{ EPs} \times 75\% = 39.75 \text{ EPs}$  and  $38 \text{ EPs} \times 75\% = 28.5 \text{ EPs}$ .

So the Frax lose 105.75 EPs due to (C7.0) rules and 100 EPs for the "loss of system" for a grand total of 205.75 EPs. If the Frax were using full war economy (B12.80), the loss would be doubled (411.5 EPs).

**(C7.50)** Annihilation: Systems can be so totally destroyed that they are erased from the map and gone forever. Rarely used because of political consequences, both internal and external, occasionally annihilation happens, usually by a desperate empire on the verge of losing.

**(C7.505)** An empire may not annihilate a system that is producing EPs for that empire.

**(C7.51)** To annihilate a system, all previous (C7.0) rules had to have been followed, i.e., the system had to be decimated and any commercial bases destroyed. Afterward, each additional segment the enemy force (with orders to annihilate the system) spends in the system's hex will be used to annihilate the system. After one segment, a minor colony can be eliminated; after two, a major system; after three, a homeworld. Example: The Klingons wish to annihilate Sol. First, they must secure the system (eliminate defenses and mobile units in hex), then they can destroy the TCB. It will then take the Klingons one complete segment to decimate Sol. Finally it will take the Klingons three more segments to annihilate Sol (one to reduce it from a homeworld to a major; one to move it to minor; and one to remove it from the map). The quickest Sol could be erased from the map is five segments.

## **(C8.0) HIDDEN UNITS**

**(C8.10)** Any unit can hide on the strategic map. It must go into what is called "silent running." During this time, it may not move and all of its sensors are on the lowest settings. A ship entering a hidden unit's hex will detect nothing unless it searches the hex (see search charts). The hidden unit will only get readings that other ships of a particular empire have entered the hex and are heading in some direction.

**(C8.20)** A hidden base may go active at any time. It then reverts back to all normal rules for engagement and sensoring. There is no such thing as an active hidden base. Once active and in an enemy's sensors, it will appear on the map.

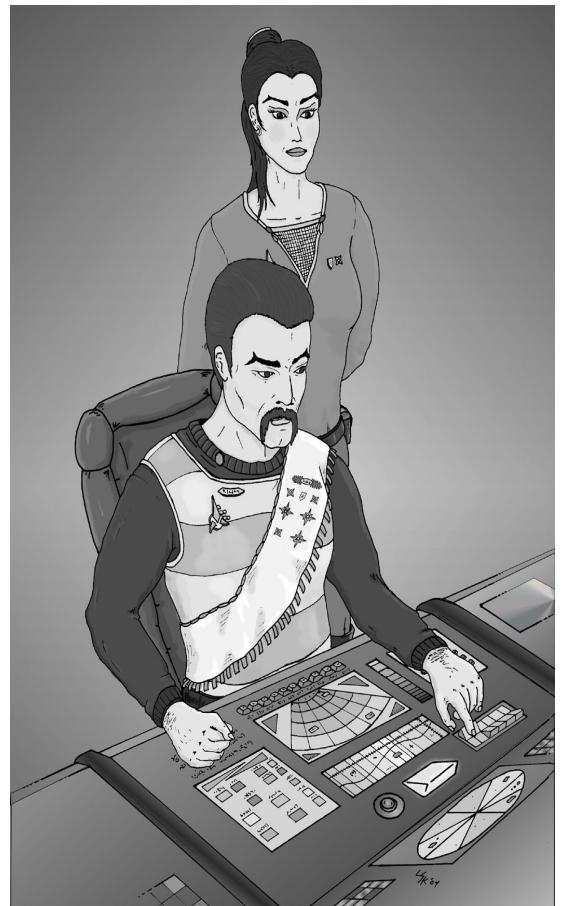
**(C8.30)** Any ship may try and search for a hidden unit. Whichever unit has the best modifier for the squadron is used in the search charts (Appendix 2/C). The modifier is not cumulative with multiple scouts.

## **(C9.0) SPECIAL CREW**

**(C9.10) Computer-Operated Ships:** Any ship may be built as a computer-operated ship. A computer-operated ship costs an additional 50% of its normal EPV to build and has one third of the number of crew units that the same ship would have if not computer operated. A computer-operated ship may not be converted from a non-computer-operated ship, but must be built new. Two ships per turn can be built as computer-operated ships. A computer-operated ship gains all the benefits of a ship with outstanding crew (C9.51) except that a computer-operated ship's BPV goes up by 67% (instead of 50%). Each battle, a computer-operated ship must roll to determine if it malfunctions. This roll is made on 2d6; on a 2-3 there is a computer malfunction. When this occurs, the computer-operated ship will either join the other side (50%) or self-destruct (50%).

**(C9.11)** A computer-operated ship cannot have special crew (i.e., no green, poor, or outstanding crew units). It cannot have any legendary officers assigned to it (A12.0). Prime teams (C14.50) may not be assigned to a computer-operated ship.

**(C9.20)** Bases and merchant shipping never have any special crew.



**(C9.30)** [Rule Number Unused.]

**(C9.40) Poor Crew:** Poor crew can be created only through economic exhaustion (B12.0) (Exception: Klingon penal ships). A poor-crewed ship suffers the following penalties:

- a. The ship loses 30% from its BPV.
- b. The ship's MRR rate is cut in half.
- c. The ship must have a ship with normal crew accompaniment to use any special movement forms (double time movement, trans-warp movement, etc.) or Reactionary Movement (D2.0).
- d. The ship's command rating is reduced by one (but is never less than Command Rating 1).
- e. The ship requires 10% more cargo for resupply when behind enemy lines (C13.15).
- f. The ship is treated as if it has one less special sensor for tactical or strategic sensor jamming [(C15.30), (C15.10)] (but is never reduced to less than one).
- g. The ship suffers negative modifiers in the search charts (Appendix 2).
- h. The ship has a strategic repair value (C2.0) of one less (but never less than one).
- I. The ship may not survey OMA hexes unless it is an SR.

**(C9.41)** Rule (C9.40) also applies to ships that effectively have poor crew, such as ships suffering from shock (C16.0) or having green crew (C9.60).

**(C9.42)** An empire cannot assign poor crew to a ship purchased for green crew (C9.60). The reverse of this rule is also true.

**(C9.50) Outstanding Crew:** These may be created by chance after a battle, during restoration mobility (B13.40) or by spending EPs on training. Only normal crews (i.e., not poor or green) can be trained to become outstanding crews. Training slots are very limited; an empire may place one ship per major system (or two minor systems) into advanced training each turn. Training outstanding crew for a ship costs 50% of the economic point value of the ship. For one complete turn the ship has to be at a starbase on the homeworld. During this time, it cannot attack or be attacked. At the end of the turn, there is a 50% chance that the ship's crew will become outstanding. If unsuccessful, the training can be done once more. The cost is still 50% of the economic point value of the ship, but the chance of success is 100%. If a ship's crew failed the initial exam and did not become outstanding, a "u" will appear after the ship to denote its second chance adjustment. Example: DNu

**(C9.51)** Outstanding-crewed ships have the following benefits:

- a. The ship adds 50% to its BPV.
- b. The ship's MRR (if an SR class) rate is increased by 50%.
- c. The ship may use an extra movement point if by itself or with a squadron comprised totally of ships with outstanding crews (this includes computer-operated ships).
- d. The ship's command rating is increased by one.
- e. The ship requires 10% less cargo for resupply when behind enemy lines (C13.15).
- f. The ship is treated as if it has one more special sensor (if it has special sensors) for tactical or strategic sensor jamming [(C15.30), (C15.10)].
- g. The ship gains modifiers in the search charts (Appendix 2).
- h. The ship has a strategic repair value (C2.0) of one more.

**(C9.52)** After a tactical or better victory [*SFB* rule (S2.20)], a ship has an 8% chance to gain an outstanding crew. A ship with a poor crew will be raised to normal by participating in a combat mission where a risk occurs (50%), or a victorious combat mission (80%). Green crews (C9.60) are raised to normal in the same fashion as poor crew but with the following percentages: 75% for risk and 100% for victory.

**(C9.60) Green Crew:** An empire can choose to recruit green crew to fill craft built specially built for them. A ship or gunboat with green crew costs 15% less than the normal EPV. Green crew cannot be used on fighters or on Merchant Marine ships. A green-crewed ship is treated as a poor-crewed ship for all other functions, unless otherwise stated. [See (C9.40) and (C9.41).] When poor crew is calculated due to EE penalties, any green crew are considered normal for the purposes of that calculation only.

**(C9.65) Refitting/Converting Ships with Special Crew:** Refitting or converting a ship with special crew costs the same amount of EPs as refitting or converting the same type of ship with a “normal” crew. If the refit adds crew units [Example: Romulan WB (15 crew units) to a WE (20 crew units)] crew units will have to be generated normally or pulled from stock (outstanding/poor/green crew units). Normal crew units may be substituted for poor or green crew units if desired; however, doing so does not change the crew status of the ship (i.e., if the Romulans added 5 “normal” crew units to a WBg so they could have a WE, the WE would be a WEG). Poor crew may only be added to poor-crew ships. Unless sufficient outstanding crew units are available to be added if needed, outstanding-crew ships cannot be refitted or converted.

**(C9.70) Legendary Officers:** A chance for the creation of legendary officers (A12.0) exists anytime a squadron wins a battle by a tactical or better victory [*SFB* rule (S2.20)]. There is a 35% chance per squadron. Once a squadron makes a successful roll, each ship in that squadron rolls on the *SFB* (G22.0) chart [as modified by *GC* (A12.50)].

**(C9.80) Legendary Officers’ Schools (LOS).** When an empire gains this tech, then it has developed a network of advanced training facilities. After one year, officers at the school begin to earn legendary officer points (LOPs). These are calculated as follows: each major system provides one LOP and each minor colony provides 0.5 LOP. These points are accumulated each turn. If a system suffers any (C7.0) loss [(C7.2), (C7.3), or (C7.5)], then it will not produce an LOP for that turn and for any remaining turns until the (C7.0) loss is recovered. An empire must spend 10 economic points per turn on the school for each LOP generated. For every 10 LOPs the empire earns, it gains a roll on the Legendary Officers Chart in *SFB* (G22.0) as modified by *GC* (A12.50). Failure to pay the 10 EPs per turn per LOP will forfeit all accumulated points earned. Example: The Hydrans finally gain Legendary Officers’ Schools. The first turn after the announcement is made, the Hydrans tally their systems: 20 major systems and two minor colonies. They have 21 LOPs and pay 210 EPs. Their first turn produces only one legendary officer (the second roll was a “7”) and they have one LOP left over. The Klingons successfully raid many Hydran convoys. The next turn, if the Hydrans do not support the LOS with 210 EPs, then the one LOP vanishes. The schools must lie idle for a full year (two turns) before they can again begin producing LOPs and legendary officers.

Any legendary officer (LO) created will be randomly determined for which ship class he can serve on, though some LOs can only appear on certain sized units (for example, a legendary base commander). The chances for the size class ship are: 5% for SC1 (if the empire in question has no SC1 ships, then the officer is assigned to an SC2 ship), 20% for SC2, 35% for SC3, 40% for SC4. Example: The Hydrans rolled a “5” for their legendary officer. According to *GC* (A12.50) there is a 50% chance that a legendary professor will be created rather than a legendary doctor. The Hydrans get a legendary doctor for an SC4 ship. In Y160, the Hydrans have only two types of hulls that are size class 4: frigates and destroyers. After a roll, the Hydrans find their legendary doctor may be assigned to any frigate hull.

This tech is only available after a successful R & D program.

## **(C10.0) FOREIGN TECHNOLOGY**

**(C10.10)** Empires tend to guard their technologies closely since a friend today may be an enemy tomorrow. Empires that share technologies (referred to in trivideo feeds as “tech-sloshing”) may find the morale of their populace adversely affected, their Merchant Marine going on strike, and their military threatening to mutiny.

**(C10.20)** If a ship is in danger of being captured, it may have orders to destroy all special technology aboard. Destroying special techs means the ship cannot self-destruct.

## **(C11.0) FRONTS**

**(C11.10)** When attacking, a front line *may* slowly (usually a turn behind) follow an empire’s advance. This front is, for all practical purposes, an extension of the empire’s territory. An empire will automatically be supplied when behind its own front lines.

**(C11.20)** Generally, a front is formed when an empire has undisputed control of that portion of enemy space. This is a subjective interpretation by the GM based upon many criteria. Fronts will not extend around enemy strong points unless the strong points are blockaded. Fronts will appear on the map for reference by all sides concerned.

## **(C12.0) BLOCKADING**

**(C12.10)** Whenever an empire stations ships around an unfriendly base or system, it may declare the ships are attempting to blockade. To be effective, a blockade must last a significant amount of time, or shipments will be merely delayed until the blockaders give up. A blockade must be maintained a whole turn, from Segment 1 to Segment 12 for it to have a significant economic effect.

**(C12.20) Blockade Battle Success:** The winner of a blockade battle is the side that has asserted space control. Space control is asserted by being the side that either offered combat and that offer was declined or won the combat. All normal rules of combat apply (AM, BN, etc.). Any attrition units stationed at a system or base that is being blockaded may join in combat. These units must be controlled by the system’s or base’s command rating.

**(C12.30) Bases Blockaded:** Bases cannot suffer from degradation if in orbit around a system. Each turn in a blockade degrades an open-space base. Blockading an open-space base allows an empire’s front to advance over it and bottles up enemy units hiding at the base.

**(C12.40)** The following chart shows how long it takes to degrade a certain type of base. X versions of a base have a one-turn grace period for supply.

SAM: 2 turns
MB/CPL: 3 turns
BS/BATS/CB: 4 turns
SB/TCB: 5 turns
SF/QCB: 5.5 turns
SP: 6 turns

A degraded base is treated as if it had a poor crew. On the next turn, the base will self-destruct unless it receives the appropriate amount of cargo. If the blockade is broken or voluntarily ended, the base becomes resupplied.

Example: A BS is blockaded in Y160.1. During Y160.2-Y162.1, it functions normally. In Y162.2, it is treated as a BSp. In Y163.1, it blows up.

**(C12.50)** If a local minefield (C4.40) exists at the base or system, the blockaders are assumed to be on the outside.

**(C12.60)** Units at a base or system while it is blockaded may use any reactionary movement (RX movement) (D2.0). However, using a bypass movement (D2.23) to allow ships to escape does not satisfy (C12.20) criteria for winning a blockade battle (but does potentially allow the ships to escape). Neither Warp Sling (D2.40) nor Positron Flywheel (D2.50) automatically satisfies (C12.20) criteria, but may be used to bolster the likelihood of success.

**(C12.70)** Any strategic reserve (SR) group that is “in terrain” (E2.55) in a blockaded hex is outside the blockade and therefore at some distance from the blockade. These units are excluded from the SR calculations unless the trade routes in the hex remain on.

**(C12.80)** Any SR group that is not “in terrain” (E2.55) in a blockaded hex is assumed to be inside the blockade, is severed from the SR calculations, and is excluded for all purposes until the blockade is broken. Such ships may be activated at the blockaded base or system, subject to the usual military transfer and supplementary defense limits (E2.0).

**(C12.90)** A system which is successfully blockaded for the entire turn (Segments 1-12) is economically severed from the empire’s economy. An economically severed system provides no EPs to the empire [it is treated as lost per (B1.40)] and cannot contribute to other functions as either a major system or minor colony [LOP (C9.80), CW discounts (B11.80), etc.]. Exception: The blockade does not affect EEP. While under blockade, the system does produce internal income which may be spent and/or saved at the system [regardless of the mobility level, this is 10 EPs for any kind of colony or 13 EPs for a major, plus any core economics (B11.20) and (B4.20)].

**(C12.91)** Blockaded systems and their bases do not degrade. They do block the advancement of fronts. Ships inside the blockade are in supply. The GBC may *not* wire EPs into a blockaded system (B1.80).

**(C12.92)** A ship (or squadron) may try to run the blockade or to use a bypass movement (D2.23) in order to physically transport EPs to a system (B1.25). The ship must either win the battle or successfully use the BM to get past the blockaders as disengagement in the direction of the system is not an option. If the ship with the EPs is captured or destroyed, so are the EPs.

**(C12.93)** A ship (or squadron) may try to run the blockade or use a bypass movement (D2.23) in order to leave a system. The ship must either win the battle or successfully use the BM to get past the blockaders as disengagement away from the system is not an option.

**(C12.95)** Homeworlds which are economically severed are under additional restrictions.

- a. No GBC transactions can be conducted.
- b. All systems produce only their core economics + their base EP, regardless of mobility.
- c. No spying activities may be done outside the homeworld.

**(C12.100)** The trade route in a blockaded system hex may be voluntarily turned off, which withdraws the freighters back to SR in the MM.

**(C12.110) Orders for Squadrons Trapped in a Blockade:** An admiral may write orders for a trapped squadron in the following fashion that, under normal circumstances may be illegal, but in this context are allowed.

Example: The Lyrans and Kzinti have trapped the Hydrans in a blockade at the Hydran capital. The Hydrans issue the order “Have SQ H1A leave the blockaded system only if the blockade has been dropped. Dedicate 3 MV factors for the maximum amount of MV for this endeavor.” As soon as the blockade has been dropped, the SQ may leave on the next available MV segment for any remaining MV left. Any unused MV chances are lost. Thus, if the blockade were dropped on Segment 3, H1A could leave on Segment 4; if it were dropped on Segment 5, H1A has Speed 2 and it leaves on Segment 6.

**(C12.120)** Blockading a system does not change the ownership of a hex.

## **(C13.0) GUERRILLA WARFARE**

**(C13.10)** Admirals who prefer a guerrilla style of attack will need to bring along their own supplies. Each ship, dependent upon size class, needs to have a certain amount of cargo to stay supplied. As long as the ship gets this cargo, it is treated as being behind its own front lines for one turn.

**(C13.15)** The following units need the listed amount of cargo boxes of supplies each turn to be considered “in supply:”

SC1 = 25
SC2 = 15
SC3 = 10
CW = 20
DW = 10
SC4 = 5
6xgunboats = 5

This cargo does not include any shuttles, fighters, or other expendable material. The listed supplies keep the supply “ticker” from advancing; each multiple will turn the ticker back one step to zero.

**(C13.20) Effects of Being Unsupplied:** On the third turn, any ships not in supply move at  $\frac{1}{2}$  speed; on the succeeding turn they cannot move on the strategic map. At the start of the fifth turn the units self-destruct.  
Example: The Klingon squadron K1A was behind enemy lines and now looks like this on the Klingon Empire’s status sheet: **K1A> F5B K24(3).** During this turn, it will move only two hexes rather than three (3 divided by 2, is 1.5, rounded up is 2). Next turn, if it does not get back to its lines, a (4) will appear after its location, and it will self-destruct on the upcoming turn unless it is either towed back to its lines, a cargo ship makes it there with five or more cargo boxes of supplies, or the hex becomes attached to the Klingon Empire. Using (C13.15) the Klingons have an F-S meet the F5B. The 20 cargo boxes are enough to supply the freighter and to move the supply “ticker” back to zero for the F5B.

**(C13.30) Annexing:** In lieu of waiting for fronts to advance naturally, an empire can use annexing to make sure a hex changes ownership.

**(C13.31)** To annex another empire's space, a ship must be moved to the hex that the non-owning empire wishes to acquire. This ship must be assigned to the military or to the supplementary defense. Orders are then given to "Annex this hex." After 12 complete and continuous segments, the hex will be transferred to the annexing empire. As long as it is physically connected to the annexing empire's core space (i.e., space that is connected to a system the empire owns), it gains all benefits of being the empire's territory. Note: it is possible to annex a hex that is not connected to the annexing empire's space. Such an "island" does not allow a ship in that hex to be "in supply."

**(C13.32) Disrupting an Annexation.** If an empire's ship or squadron moves into the hex being annexed and challenges the annexation, a battle will ensue. If the annexing empire wins the battle, it can continue annexing and the annexing is not disrupted. The annexing empire may not be attacked by that same enemy (but can be attacked by a different ship or squadron) again for the remainder of the turn as long as the ship is annexing in that hex. (Note: if the annex is spread over two turns, then the annexing ship may be attacked once on the first turn and once on the second turn by the same enemy.) If the annexing ship refuses combat then the annexation is automatically disrupted. The SQ that is attempting to annex the hex may not avoid combat through use of reactionary movement without having the annex disrupted.



**(C13.33)** If the annexing is disrupted, then all the work from previous segments is lost and the annexing ship will have to start over again.

**(C13.34)** You may not survey/annex a hex at the same time as you are commerce raiding that hex.

## (C14.0) ESPIONAGE

**(C14.10) Intelligence Reports:** These are free and can be requested or randomly received. An empire's admiral can ask about the defenses at some planet and the empire's basic intelligence service will tell him something very general. Example: Zen 3 has had a lot of activity lately.

**(C14.20) Spies:** An empire must pay the support cost for a spy. This "spy" is not necessarily a single being, but rather a network of operatives the empire sets up for particular purposes. Whenever the term "spy" is used, it could mean a single individual or an entire network. Each spy mission is a specific task.

**(C14.21) Cost:** A spy costs 35 economic points to create and send on his first mission. Assuming the spy survives the first turn of the first mission, missions cost 10 EPs per turn thereafter. Spies that are not on a mission do not cost the empire any fees. Success of a mission is dependent on the difficulty of the task and the effectiveness of the spy. Any information gained may be useful, useless, accurate, or inaccurate.



**(C14.22) Mission Types:** There are two basic types of missions for spies: action and information. Action missions are activities that require physical contact with the enemy or enemy's installations. Example: Go blow up a warp coil factory on REM; try to do 30 EPs of damage. Action missions may be only partly successful. Informational missions require that a specific piece of

knowledge is determined. Example: When will a select convoy be in sector AA25? Note: Spies cannot kill the legendary admiral representing a player or destroy an entire system.

**(C14.23) Counterspying:** An empire may choose to stop spies in a general way by using counterspying. Each level of counterspying costs 35 EPs per level of counterspy and must be paid every turn it is in effect. An empire with counterspy in operation decreases the success rate of all spies entering and operating in that empire. If the results of a mission indicate that the spy's cover was blown, then the enemy knows a spy was sent in.

**(C14.24) Spy Format:** A given agent will have the code format: “letter, number.number” (Example: F01.2). The first letter is the empire code. The number before the decimal is the spy’s ID number; the number after the decimal is the number of successful missions. A successful mission is one in which the spy met the objective and did not get caught or uncovered. Successful missions are also the measure of a spy’s effectiveness – the higher the number of missions successfully completed, the more effective the spy. Not all missions are added to the spy’s “successful mission” count. There must be an element of risk. Example: Spy X01.00 is assigned to go to a friendly empire and deliver plans for enhanced special sensors. Unless there is some risk involved (another empire tries to stop the plans, an enemy empire lies in the way, etc.), when he returns, he will still be X01.00.

**(C14.25) Spy Effectiveness Ratings:** If a spy lives long enough, he will get progressively better. When a spy is created, his effectiveness is randomly determined. Roll 1d6: 1-2 = “0,” 3-4 = “1,” 5 = “2,” and 6 = “3.” These numbers reflect the number of “missions” accomplished in other venues (perhaps he was an industrial spy or previously in military intelligence).

**(C14.26) Spy Chart:** The “Spy Success Chart” is not available to players, but is for the GM’s eyes only.

**(C14.30) Propaganda:** An empire uses this to plant false information. This can be fake statements on ADB’s BBS or in another empire’s intelligence section. The more an empire spends, the better it will sound. The minimum is 35 EPs.

**(C14.40) Spy School.** Once attained, this tech is used to increase the effectiveness rating of a spy. Each turn a spy so educated increases the number of missions (his effectiveness rating) by one. Attending Spy School costs 35 EPs per spy per turn. While a spy may attend Spy School for more than one turn, his effectiveness rating may never exceed the highest rating of a currently alive spy in that empire. Spy School can never be used to educate spies from a foreign empire. For a new spy, attending Spy School takes two turns – one turn to be created and the following turn for the first increase in level. This tech is only available after a successful R & D program.

**(C14.50) Prime Teams.** These teams are created as spies but cost 200 economic points and it takes two years to train them (50 EPs per turn). (Thus prime teams cost 400 EPs: 200 at creation and four turns of 50 EPs per turn). Prime teams will be designated in the same format as a spy (C14.24), except the “letter” code is “PR” (Example: PR01.7). If stationed on a ship and/or base, they are treated as any legendary officer except for an LA, LP, or an LC. A prime team adds 50 BPV to the ship’s BPV. If a prime team is used as a spy, it functions as a spy with seven successful missions and the missions must be paid. Prime teams never get captured. Prime teams never turn to the enemy side. An empire may only have a number of prime teams equal to half the number of major systems it controls (for this purpose, minors do NOT count as half a major). If an empire loses enough major systems that there are more prime teams than would be currently allowed, the empire may not create any additional ones until it gains enough systems to support the current prime teams and the additional desired prime team. Current prime teams do not retire. This technology is available only after a successful R & D program.

**(C14.55)** Prime teams may escape destruction in battle (see A12.401).

**(C14.60) Propaganda Division (PROP).** Propaganda can be used defensively as well as offensively. Defensive propaganda targets the issuing empire's entire empire and increases morale by one for the turn at a cost of 20 EPs per major system and 10 EPs for minor systems. Even if a system is under a blockade, it still gets the morale boost.

Offensive propaganda costs 100 EPs per major system targeted (50 EPs for a minor). Offensive propaganda targets a single system or colony. The selected system must be within three hexes of the empire generating the propaganda. A system and/or colony can only be targeted once per turn. The target of offensive propaganda must make a morale check for aversion (B6.0) at -1. The target will always know who sent the propaganda. This tech is available only after a successful R & D program.

## **(C15.0) SENSOR JAMMING**

**(C15.10) Tactical Sensor Jamming (TSJ):** This type of jamming can be used only when an empire's ships are in the same strategic hex as its enemy's ships.

**(C15.20)** Tactical sensor jamming requires that the unit(s) trying to do the jamming have more special sensors than the unit(s) being jammed. This number must be greater than the total number of special sensors the enemy has in the jammed area. If successful in TSJ, the enemy's ships will be out of contact with the rest of their empire. The fact that they are being jammed will be known. The reverse of TSJ may be used. In this case, an empire issues orders to jam its own position so the exact size of a squadron cannot be determined.

**(C15.21)** Any special sensor successfully used for any jamming may not be used in combat.

**(C15.30) Strategic Sensor Jamming (SSJ):** This type of jamming is used to block enemy transmissions without entering the enemy squadron's strategic hex. The same procedure is used as for TSJ, but twice the number of special sensors are needed in order to be successful. The unit jamming must be in the adjacent hex of the unit being jammed. The reverse of SSJ may be used. In this case, an empire issues orders to jam its own position so the exact size of a squadron cannot be determined.

**(C15.40)** Only one strategic hex may be jammed at a time by one group of jamming units. A squadron may follow an opponent to keep the ships jammed so long as the jamming ships have enough movement to do so.



## **(C16.0) SHOCK**

**(C16.10)** Shock is described by *SFB* rule (D23.0). Any ship that is suffering from shock effects is under the following restrictions:

- a. The ship must return to a starbase-sized (or larger) military base, an FRD, or a shipyard for an overhaul. The repairing unit must belong to the same empire as the ship. This overhaul costs nothing but takes one segment.

- b. The ship may not use *SFB* rule (D9.4) repair rules.
- c. Ships that are not overhauled have effectively a poor crew, may not disengage by acceleration, and lose all special abilities.

**(C16.20)** After each round of combat, all ships that can suffer from shock must roll 2d6. On a 2-4 result, they are reduced to half of their defense factor (Appendix 1) and may not use special functions.

**(C16.30)** Ships suffering from shock effects will be indicated on the owning empire's status sheet. Example: 2xMAP, MAP (shock). Of the three MAPs, one is suffering from shock.

**(C16.40)** Some ships will become subject to shock even though they are not listed as such in *SFB*. This is due to their age and work stress. Usually a ship is in the 25-30-year-old category. Admirals will be informed if such an event occurs.

**(C16.50) Improved Mauler (IM).** A ship with this technology will be designated with a “+” before the ship. Instead of the procedure in (A10.40c), an improved mauler can use half of its attack factors when it is firing as a mauler and then does not have its defense factors reduced. The chance for shock increases by one (to 2-5 on 2d6). Upgrading a mauler to an improved mauler ship is free and does *not* count against conversion rates. This tech is only available after a successful R & D program and the empire must already possess mauler tech.

**(C16.70) Mauler-Armed Bases (MAB).** An SAM, MB, BS, BATS, SB, SF, or SP may be built as an MAB. This costs the owning empire a base conversion slot and an additional 50% EPV. These bases are large, multiple-direction maulers and inflict massive amounts of damage. The attack factor of a mauler-armed base is reduced by 33%. Mauler-armed bases will be marked with an “M” before their description, so a mauler-armed starbase would be listed as an MSB. Because of the mauler armament, attrition units cannot be stationed on an MAB. An MAB cannot have enhanced special sensors (ESS) (C5.60). This tech is only available after a successful R & D program and the empire must already possess mauler tech.

## **(C17.0) RESEARCH AND DEVELOPMENT (R & D)**

**(C17.10)** It is possible for an empire to get standard technology faster or to develop entirely new technology with R & D teams. For *Galactic Conquest*, technology includes not only items (a Frax sub scout), but concepts (a carrier's assigned escorts do not take a command rating slot due to training with the carrier).

**(C17.15)** An R & D team is defined as a network of researchers and engineers conducting work as directed by an empire. The teams can only be destroyed by the loss of the empire's homeworld or by spy activities. A given team earns rolls on a d6 for chances of success. Every 100 EPs into a particular team's project grants them 1d6 chance. This chance is rolled each turn as long as money [25 EPs (C17.30)] has been spent on the project. Projects that sit idle do NOT earn success possibility rolls, even if their success is automatic (600 EPs invested). (Even with a legendary professor (A12.30a) working with the R & D team, the project requires funding to have a success possibility roll.) Any number of teams may work on the same or different technology.

**(C17.20)** There are two approaches to R & D: the scientific method and the mass investment method.



**(C17.30) Scientific Method:** This is the only method that is cumulative over time. Each turn a team can be given 25 EPs for a project. This EP is accumulated. A given team may have multiple successes. There may be a point when they can progress no farther. An empire's research wing will tell an admiral if this occurs. Example: The Deltans decide they want to be able to produce cloaked dreadnoughts. For two years they invest 25 EPs per turn and they now have 100 EPs in the technology. They are lucky and roll a "1" on a d6. The research wing informs them that the success will let them produce a 5% veiled ship, provided it is no larger than a frigate. The Deltans send the R & D team back to improve the veiled ship – either in size or quality of veiling. The research project starts again and runs two years before it can have another success.

**(C17.40) Mass Investment Method:** Every 200 EPs dumped into single team grants a 1d6 chance of a breakthrough (yes, 1200 EPs guarantees a breakthrough). This type of R & D money is NOT carried over from turn to turn. Example: The Federation needs Randomizer III technology (E7.0) to defend their convoys and they need it *now* since the Randomizer I and II that they have already are not sufficient. The Federation spends 1200 EPs and gains Randomizer III. Now to find the EPs to install it on the freighters . . .

**(C17.50) Restrictions:** Captured technology grants an automatic 100 EPs worth of research by a scientific method team. Unseen technology may *not* be worked on by an empire until one turn after it is seen in use against that empire.

**(C17.51)** An empire does get some benefit for seeing unknown tech. The empire will fall into one of four observational categories: active, passive, restricted, or jammed. In all cases the tech must be able to be observed, for instance seeing a CV with escorts that have CEFO can be seen, while an advance in Class III FTRS is not unless those FTRS are on the CV.



**(C17.52)** Active observation of a tech occurs when the owner of that tech allows another empire access to the computer core. It grants the observer 100 EPs worth of research by a scientific method R & D team for that tech. Passive observation occurs when the owner of that tech does nothing to hinder another empire's observations. It grants 75 EPs worth of research by a scientific method R & D team for that tech. Restricted observation occurs when the owner of that tech uses general electronic countermeasures (ECM) to prevent an empire from studying, without hindrance, a tech. It grants 50 EPs worth of research by a scientific method R & D team for that tech. Jammed observation occurs when the owner of the tech successfully uses TSJ (C15.0) against the observer and grants only 25 EPs worth of research. Observation of a tech does not actually involve an exchange of EPs and does not count towards aid limits (B10.55). Having 100 EPs of observation does not automatically gain an empire a chance at an R & D success; a team must be funded for 25 EPs to gain a chance of success.

**(C17.53)** Each observational category is not cumulative. The only increase in an empire's benefits would be if it could get an improved observation, up to the maximum of 100 EPs for active observation. Example: The ISC encounters the Gorn Confederation and their fleet has huge numbers of SC4 ships – more than the command rating would seem to allow. The Gorns successfully jam the ISC and the ISC only gets 25 EPs of research into Enhanced Flag Operations (EFO) (D6.25). Next turn, the ISC encounters the Romulan Star Empire and observes the same excess numbers of SC4 ships. The Romulans employ ECM, so the ISC can increase their R & D team to 50 EPs. The Jindarians, the ISC's ally, invites the ISC to observe EFO. The ISC now has 100 EPs of scientific-method research into EFO and can roll for an R & D success, after investing 25 EPs.

**(C17.60)** There are two kinds of development: timed tech and new tech.

**(C17.61) New Tech:** New tech is defined as work on something new which has no historical inception date: for example, a scatter device for convoys. In many cases, an empire may receive a breakthrough in new tech that at first doesn't quite meet its expectations; with continued development it may well turn out as planned. An empire should be realistic in its goals: a ship that is immune to damage just is not going to be possible. In the case of impossible research plans, many times an empire's research branch will be able to determine that in advance.

**(C17.65) Timed Tech:** Timed tech is defined as work on a project which has a historical inception date: for example, B refits, X-ships, and fast drones. Each success indicates the item can be developed a year earlier. No item may be advanced more than 10 years. Some timed tech must be developed before others (Interceptors before gunboats, and B refits before K refits, etc.). Comprehensive example: The Klingons want the B refit early. This turn they have had two teams working for two years (100 EP each), and one mass investment at 1200 EPs. They would get two 1d6 chances and a 6d6 chance. It would be possible to get the B refit three years earlier; they will certainly get it one year early.

**(C17.70) Tech Trading and/or Selling:** Most empires don't give away their best-held secrets and tech, but usually give up older tech to their friends.

**(C17.71)** An empire may not trade any tech to any empire with which it has a declared war. Furthermore, it may not trade tech with a former enemy until five years after the hostilities are over. An empire may only trade with another empire with which it could have a trading pact (the actual trading pact is not necessary).

**(C17.72)** If an empire does send a tech to another empire, it must send a completed tech. This means the tech has made its full 10-year advance in the case of timed techs. In the case of new or non-timed tech (cloaks, SFG's, death rays, etc.) an empire may not trade the tech until it has had the technology under production for at least five years.

**(C17.73)** The cost in sending another empire high technology is significant. Each tech an empire sells or trades will cost the selling empire 200 EPs. Each tech an empire buys or trades costs the buying empire 200 EPs. These EPs effectively vanish (transportation fees, security, adaptation, etc.) and are not actually paid to the selling empire. Example: The Klingons are next to the Frax and could have a trading pact with them. The Frax are the one empire the Klingons are not fighting and they wish to keep it that way. They have been producing the stasis field generator for five years; they offer the technology to the Frax. If the Frax accept, the Klingons will have to pay 200 EPs to sell the tech; the Frax will have to pay 200 EPs to accept it. If the Klingons wish to help the Frax and pay their part of the transaction, the amount is limited by (B10.55) and counts towards the total the Frax can receive.

**(C17.74)** Some tech may be designated as *unique* in an empire's special rules. A *unique* tech may never be traded, sold, or given away. Some tech may be designated as *special*. A *special* tech may be traded, sold, or given away, but it then becomes *unique* for the empire that received it. *Unique* tech often has severe restrictions on its use or rate of use.

**(C17.75) Preferred Partner Tech (PPT):** Two empires may choose to become preferred partners. There may only be one preferred partner per empire. A preferred partner gains the benefits of technology sharing (C17.71) even if the empires are not joined geographically. This is intended as a long-term relationship and once created, takes two turns to sever (unless one partner actually attacks the other militarily) and once voluntarily severed, another preferred partnership may not be created until two turns have passed. A partner which is attacked militarily by its current partner need not wait a year; the attacking partner must wait the year. This tech is only available after a successful R & D program, and both partners must develop the PPT tech.

## **(C18.0) FIRST GENERATION WARP SHIPS**

These are ships which have been held over from earlier times and represent ships and firepower which would not be present otherwise. They will be indicated in empire's special rules.

**(C18.10)** The maximum speed of these ships on the strategic map is 2.

**(C18.20)** If an empire already has second generation warp ships, then the empire may build a first generation warp ship at a cost of 1.5 times the ship's EPV. The number of first generation ships so built is not limited (except by EPs). First generation warp ships may *not* be converted to second generation warp ships.

**(C18.30)** [Rule Number Unused.]

**(C18.40)** First generation warp ships have a “-2” penalty in the search charts (Appendix 2).

## **(C19.0) FIRST GENERATION X-SHIPS**

**(C19.10)** First generation X-ships can be built from scratch for 1.2 times their EPV. They may be converted for the difference in cost between the non-X-hull and the X-hull. An empire may convert 1xSC3 and 1xSC4 X-ships per turn, which are independent from other empire conversion rates. An empire may build 1xSC3 and 1xSC4 X-ship for every 10 major systems it owns (minor colonies count as half a major system). The minimum number of systems required grants an empire one X-ship of each size class. Example: If an empire has 10 majors, it can build 1xSC3 X-ship and 1xSC4 X-ship per turn. With one exception, first generation X-ships cannot be built prior to their historical inception date (barring R & D). The exception is that one SC3 and one SC4 X-ship may be constructed as prototypes one year prior to their inception date.

**(C19.101)** X-ships cannot be built faster using the Prototype Development Office (B11.86); only R & D (C17.0) can accelerate their development (and then to a maximum of 10 years).

**(C19.20)** X-bases may not be built as new construction until their official year in service (YIS) and then only as conversions as described below. X-bases may not be upgraded from one X-base to another, but only converted from the “normal” base of the appropriate size. Only some ground-based bases, base stations, battle stations, sector bases, and starbases may be given X-technology. (Star fortresses and star palaces may not be converted to X-technology.) The bases may be converted at any time. A sector base or starbase takes up 2xSC3 and 2xSC4 conversion slots, a base station or battle station takes up 1xSC3 and 1xSC4 conversion slots; six ground-based bases (or fraction thereof) take 1xSC4 conversion slot. If the empire does not have sufficient conversion slots to convert a starbase (i.e., it only has one SC3 and one SC4 conversion slot), then the conversion of the starbase will take two turns. All available conversion slots must be used to finish a base conversion as expeditiously as possible. In other words, if an empire converts bases, it won't be converting ships. Note: All conversions must be paid for by taking the differences in EPVs between the bases being converted.

**(C19.30)** First generation X-units have the following abilities:

- a. May use *SFB* rule (D9.4) once behind enemy lines.
- b. Do not run out of supplies until the start of the second turn out of the empire.
- c. Are considered to have one non-X special sensor. Those units with special sensors are automatically granted enhanced special sensors (C5.60) (with no AF reduction or increased cost) as standard equipment.

- d. Are considered a minesweeper on the strategic map.
- e. May use high powered movement (HPM) (D3.0) if developed (second generation X-ships automatically gain this ability regardless of HPM's developmental status).
- f. May move anywhere in friendly space using double time movement (DTM) (D4.0).
- g. May qualify a ship for Fleet Formation III bonus (D7.0) when in elite X-squadrons (C19.40).
- h. Carry at least two TRAC mech-links, unless the SSD shows more.

**(C19.301) X-ship Movement:** An X-ship's base movement is 3; with HPM (D3.0), it is 4. Note that the restrictions of using DTM (D4.0) are still in effect, so the advantage of using DTM anywhere in an empire's space is a logistic one not a combative one.

**(C19.40)** An elite X-squadron may contain up to four SC3 hulls of any size (CA, NCA, CW, CL, etc.). If they are all war cruiser or smaller hulls, the squadron may have five SC3 hulls. If they are all light cruiser or smaller hulls, the squadron may have six SC3 hulls. A HDWX counts as a SC3 unit. Elite X-squadrons may carry more PFs than normal (C20.21).

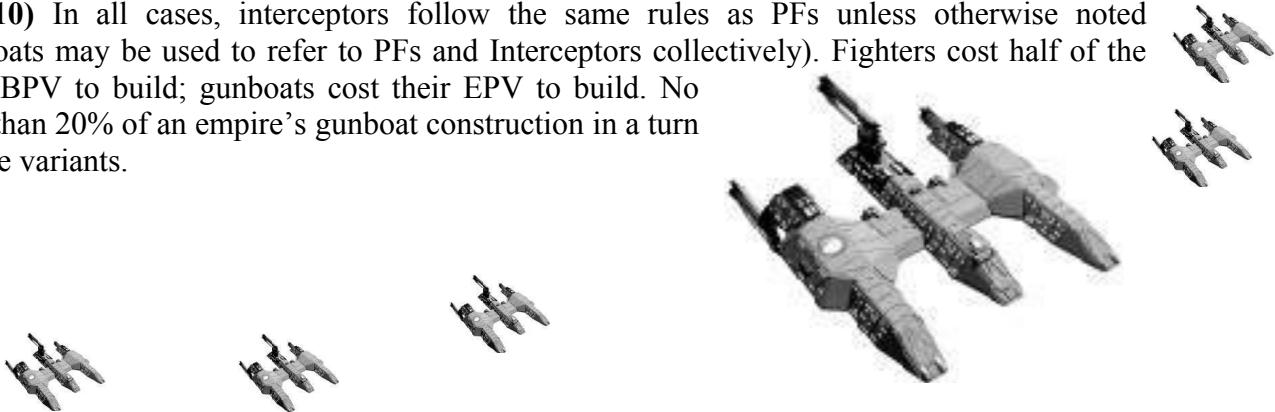
**(C19.41) Examples of valid X-squadrons:**

Any four version: 4xCAX or 2xCAX, CWX, CLX  
 Five CWX version: 5xCWX or 2xCWX, 3xCLX

**(C19.50)** For those empires that have them, CWX and DWX hulls are new construction only and must be built in SC3SY and SC4SY. They do not get the CW/DW discounts for purchase; shipyard specialization and automated shipyard discounts do apply. They do fall under (C19.10) rules for cost and build/conversion rates. They do *not* get any REFO (D6.26) benefits. They do get EFO (D6.25) benefits even if that tech has not been developed only for the DWX.

## (C20.0) ATTRITION UNITS (FIGHTERS/GUNBOATS)

**(C20.10)** In all cases, interceptors follow the same rules as PFs unless otherwise noted (gunboats may be used to refer to PFs and Interceptors collectively). Fighters cost half of the listed BPV to build; gunboats cost their EPV to build. No more than 20% of an empire's gunboat construction in a turn may be variants.



**(C20.20)** The only limit to the amount of gunboats carried in a squadron is that squadron's command rating. Every group of six gunboats uses up a command rating slot for a ship. True PFTs and SCS ships may carry their PFs free of a command rating slot. These ships (indicated by the P notation or ships carrying pods, pallets, skids, or ducktails that have the P notation in the *SFB Master Index*) are limited to three per squadron. Example: The command rating of a CL is 5. The following are all legal squadron compositions:

- a. CL, 2xDD, 2xFF, 6xPF
- b. CL, 2xDD, 3xFF

- c. CL, PFT(6xPF), DD, 2xFF, 6xPF
- d. CL, 2xDD, FF, 12xPF
- e. CL, DD, 24xPF

For case “e” and probably case “d” the PFs could not possibly be carried by the ships in that squadron; they must have come from a PF base and/or tender not directly involved in the battle.

**(C20.21)** Note that *SFB* R1.R1 indicates that a squadron can carry no more than six extra PFs on mech-links (excluding PFTs, base/system defense forces, and SCS ships, of course). Any non-specialized SC3 or SC2 ship can carry two mech-links (but may not exceed the *SFB* PF limit in a squadron). Some empires may have special rules that allow more. Elite X-squadrons and second generation X-ship squadrons may double the number of PFs carried.

**(C20.22)** A PF flotilla is typically 6xPFs or 1xPFL, 1xPFS, 4xPFs. (Note: *SFB Omega 5: Omega Flotillas* specifies the typical flotilla for each of the Omega empires.) It is the player’s choice. This is the only way PFL and PFS can be deployed.

**(C20.25)** PFs may operate away from bases and tenders. PFs have a maximum lifetime of three hexes of movement on the strategic map and must end the turn at a base or tender. If they are not picked up on the third move, then they are considered destroyed. Note: the movement is done on a segmented chart so PFs launched in mid-turn lose any movement that has already passed.

**(C20.30)** PFs may not use any special movement speed functions [e.g., double time movement (D4.0), trans-warp movement (D5.0), etc.].

**(C20.40)** Mech-links are magically installed on all ships when PFs become available [see (C20.21)].

**(C20.50)** Warp booster packs are considered to be standard on gunboats. If they are turned off for use in the Death Rider tech (C20.500), then the attack factor for each gunboat is lowered by one.

**(C20.60)** PFs may begin prototype construction two years prior to their inception date; six per year may be built as prototypes. Interceptors are mass produced two years before PFs appear; prototypes are available five years before the PF/interceptor inception date.

**(C20.70)** A squadron may contain as many fighters as it can carry as long as all assigned escorts are with the carrier. If the carrier has “NONE” listed as the escorts and there are no other optional escorts, then the carrier has fulfilled its escort requirement. (The GM may allow equivalent BPV substitutions of various legal escorts if the year in service has not been reached or to allow small variations.) If escorts (including optional ones) are not with the carrier, then every 12 standard-sized (or six heavy fighters) fighters cost a command rating slot.

**(C20.71) Fighter and Bomber Prototypes:** The date listed in the Master Fighter Chart is the date that an empire can build as many of a given type of fighter or bomber as it wishes (subject to EPs and yard capacity, of course). An empire may build 12 prototype fighters (or six bombers) per turn starting three years before the inception date for the fighter or bomber design. This limit is per design, so an empire could be building several types of prototypes in a given turn.

**(C20.75) Fighter Sizes:** A standard fighter takes up one box on a SSD in *SFB*; heavy fighters take up two boxes; bombers are equal to three boxes; heavy bombers are equal to four boxes. (In the *SFB G* modules, these are referred to as size-1, size-2, size-3, and size-4.) For production purposes [(B8.40) and (B8.403)], a

heavy fighter = two fighters, a bomber = three fighters, and a heavy bomber = four fighters. Size-3 and size-4 bombers may not be carried on ships or orbital bases.

**(C20.80) Procurement:** As long as the Merchant Marine is able [(E4.70) and (E4.80)] and an empire has the units in stock, gunboats and fighters will automatically be replaced if lost. The empire's ships must be in supply and not blockaded. This resupplying takes zero segments and is done just prior to the first segment of each turn. See (A4.151) for the speed of deploying fighters from cargo or storage (i.e., spare fighters).

**(C20.90) Pod/Pallet Procurement:** As long as the Merchant Marine has at least one tug in the strategic reserves, pods or pallets are procured in the same way fighters are procured. A tug must be at a location to accept the pods/pallets when procured.

**(C20.100) Mega Fighters.** With this technology any size fighter or bomber in the *SFB* universe capable of being converted to the mega version may do so as long as the increased EPV [+50% to the BPV, divided by 2 = the EPV. See the example in (C20.150)] is paid. The fighter's attack factor goes up by 15% and its defense factor goes down by 15%. A mega fighter will be shown with an "m" before it. Example: 12xmZY. This tech is only available after a successful R & D program.

**(C20.150)** The *GC* rule is in addition to the *SFB* rule, so the fighter has a BPV of +50%, then its AF/DF is calculated, and finally the *GC* Mega Fighters technology is applied. Example: A fighter with 10 BPV gets mega refit. It now has a BPV/EPV of 15/7.5. Converting it to *GC*'s AF/DF, it has a 2.2/1.1. Then the Mega Fighter technology adds 0.33 to the AF and deletes 0.165 from the DF making the fighter have a 2.53/0.94 for AF/DF.

**(C20.200) Advanced Stealth Training (AST).** Any unit with an *SFB* "nimble" designation gains a defense factor bonus of +15% (with a minimum increase of 1). This tech is only available after a successful R & D program.

**(C20.300) Top Gun.** This tech creates an advanced training facility on an empire's homeworld for pilots of size-1 fighters only. Each turn, 10% of an empire's pilots for size-1 fighters are eligible for top gun training. During the turn's training, they (and their fighters) are removed from combat duties and stationed at the homeworld. After a cost of twice the EPV of the pilot's fighter, the pilot comes out as a top gun. The AF and DF of a top gun FTR is increased by 50%. He may *not* switch fighters although his fighter may be refitted (F18 to F18C, for example). The top gun pilot dies when his fighter is destroyed. This tech is only available after a successful R & D program.

**(C20.400)** Fighters and gunboats do NOT get any increase in BPV for drone speeds. This is an exception to (B11.85).

**(C20.500) Death Rider Tech.** With the vast defensive buildups later in the wars, it became harder and more costly to take heavily defended systems. With Death Rider Tech it was still costly but at least the enemy could be softened up before an admiral had to send in valuable ships and crew. This tech is only available after a successful R & D program.

**(C20.510)** Any fighter or heavy fighter (but not a bomber or heavy bomber), Interceptor, or PF can be converted to Death Rider Tech. Fighters and heavy fighters may be used for Death Rider Tech starting in Y176; Interceptors, in Y178; PFs, in Y180.

**(C20.520)** It takes one segment to convert a unit to Death Rider Tech and can be done anywhere. It costs nothing in EPs and takes no conversion slots. Only basic units may be converted; if they had any special

crew and/or pilot functions, those would, of course, be lost. Each combat group must have between six and 12 fighters or three and six gunboats [if a combat group is comprised of a mix of Interceptors and PFs, the chance of destruction by defensive units (C20.560) for Interceptors is used]. Warp booster backs may be turned off when using this tech (C20.50). They use no crew.

**(C20.530)** At the time of launch, all Death Rider units must be controlled. Each squadron controlling a Death Rider group must have a ship with a special sensor.

**(C20.540)** Death Rider units may only target bases (including ground-based bases) and DefSats. If they get through any defenses, they score their defense factor against a random enemy target. There are no combat rounds and all battles occur instantaneously. More than one enemy target may be hit, effectively over-killing it.

**(C20.550) Minefields:** A minesweeper ship cannot be used to clear a path through a local minefield for the Death Riders to use. Each group of Death Riders that crosses a minefield rolls a die for each combat group. On a 1-4 (for fighters) or a 1-2 (for gunboats), the combat group is destroyed by the minefield. Once a combat group in the attack force has been destroyed, the rest of the combat groups no longer have to roll. The attacker should decide the order of the combat groups crossing the minefield.

**(C20.560) Defense:** In each attack wave the defender may try and shoot the Death Rider units before they hit. The total number of defensive combat units are added up (DefSats in groups of five and ground-based defenses in groups of six). This is the number of d6 rolled for the attack wave. Fighter combat groups, Interceptor combat groups, and then PF combat groups are targeted. If there are not enough defensive units to be able to hit all of the combat targets in the type of combat unit, then the specific combat unit is targeted at random. If there are more defensive units than there are combat units, then the procedure is repeated for the surviving combat units. On a 1-4d6 a fighter group is destroyed; on a 1-3d6 an Interceptor group is destroyed; on a 1-2d6 a PF group is destroyed. If any unit has its warp booster pack turned on, then it is more vulnerable to being destroyed. Add one to the category roll for destruction for any combat group with a ship with a warp booster pack left on. Example: An admiral decides to use Death Rider tech and forgets to order that the warp booster packs be turned off. His PF combat groups will be destroyed on a 1-3 on a d6.

Comprehensive Example: The Klingons send out 20xZD fighters, and 12xPFs on Segment 12 of the turn. A local minefield exists; the Klingons have two scouts in the area and enough command rating slots to allow all of the Death Riders to fly. The Klingon admiral forms six combat groups: 8xZD, 12xZD, 3xPF, 3xPF, 3xPF, and 3xPF. The Klingon admiral orders the warp booster packs be turned off and sends the groups off in the order listed.

The first group to cross the minefield is the 8xZD group; the group rolls a “3” and blows up. No other combat groups need to roll for the minefield since the way has been cleared by the 8xZD. The combat groups now number five.

At the system there is a battle station, CL, FF, 5xDefSats, 6xGBDPs, and another 6xGBDPs. The defenders get a total of 6d6 to roll for defense. The defenders roll 3, 5, 3, 6, 1, and 2. This destroys the 12xZD (destroyed on 1-4), leaves three groups of 3xPFs (destroyed on 1-2), and destroys the final group of 3xPFs. The extra d6 (a 2) is randomly determined to hit a 3xPF group. (As that is all that is left, it is pretty much a given!) (If there had been a surviving fighter group, the extra roll would have been applied to it first.) So this leaves two combat groups of 3xPF each to apply Death Rider damage. Eleven points of damage from each combat group are applied randomly to either the BATS, 5xDefSats, or one of the two GBDP groups.

**(C20.570)** Death Rider attacks occur just prior to an independent drone bombardment attack in a given

segment. So in a given segment, the order of attack is Death Rider attacks, drone bombardment, then normal ship attack.

**(C20.610) CV Strike I.** This tech allows an empire to launch a group of fighters from one hex away, and only one hex. CV Strike cannot be used if the CV is in the same hex as the target for the CV Strike. Static defenses may use CV Strike. The CV must have defined escorts. A unit with at least two special sensors must be with CV squadron.

**(C20.620)** When a CV Strike is used the fighters making the attack may ignore assembly rules. Any and all fighters arriving may attack together. They attack for a single round of combat. The fighters fight at “Suicidal” without the loss of DF.

**(C20.630)** If the launching squadron is successful in a SSJ (C15.30), then the attack happens as if the fighters had plotted a WS (D2.40). Order of combat will be followed: independent drone bombardment attacks, CAP attacks (C20.670), FTR Strike attacks, normal combat.

**(C20.640)** Regardless of the skill of the CV or fighters, a squadron of fighters may make up to one CV Strike attack per turn but not within four segments of any other CV Strike they make. This technology is not available until a successful R & D project has been conducted.

**(C20.650)** The MV of fighters using a CV Strike is *not* considered MV for the activation of RX.

**(C20.660)** Drone bombardment attacks may not be used on a CV Strike fighter group.

**(C20.670) Combat Air Patrol (CAP).** It is assumed that any fighters *not* participating in FTR Strike attacks may have some of its fighter strength up and ready at all times. Since the scale of GC is measured in weeks, it is assumed that ½ of the fighters of an area being attacked are on CAP. The CV/base may specify in their orders a number of fighters to be left behind and *not* engaged in a FTR Strike attack if desired. Units on CAP fight at “Suicidal” without the loss of DF. Note that FTRs that are caught being SSJ may *not* use CAP.

**(C20.680) CV Strike II.** This tech adds to CV Strike I by allowing the bombers on bases/systems to use CV Strike I. INT/PF may not use any form of CV Strike. This technology is not available until a successful R & D project has been conducted and CV Strike I (C20.610) has been obtained.

## **(C21.0) SECOND GENERATION X-SHIPS**

**(C21.10)** This stage of development represents the final improvement of ships in *Galactic Conquest*. They first appear in Y198. They may only be built as new construction. There are no second generation X-bases. There are three distinct hull types for the second generation X-ships: CA, DD, FF.

**(C21.15)** Second generation X-ships may be advanced with PDO if that tech is available.

**(C21.20)** Special shipyards need to be built. Standard costs apply, but the shipyards are an entirely new design. Existing ones can be retrofitted for 30% of their original cost. Only SC3/SC4 shipyards may be refitted; thereafter, they can only produce second generation X-ships.

**(C21.25)** No discounts for autoSY or specialized SY are available for second generation X-ships.

**(C21.30) Cost:** XCA = 450 EPs, XDD = 230 EPs, and XFF = 170 EPs. This is the cost for one of each in a year. For each class built in addition to these first builds in the year, add 15% to the cost, cumulative. **Example:** Building three XCA in a single year would cost 450 EPs for the first one, 518 EPs ( $1.15 \times 450$ ) for the second one, and 595 EPs ( $1.15 \times 518$ ) for the third ship, for a total of 1563 EPs. These may be built using specialized shipyards and automated shipyards. The CA class holds 100 crew; the DD, 75; the FF, 45.

**(C21.40) Functions:** XCAs may act as an SR. XCAAs and XDDs act as first generation X-scouts (XCA has 4 channels; XDD has 2 channels). XFFs act as 4 channel non-X scout. Elite second generation X-squadrons may move 12 strategic hexes in a single turn in friendly space without any restrictions. They may move six hexes once in enemy territory as part of the initial movement into enemy space. The six-hex movement cannot be saved for a later time after the squadron is in enemy space. Elite second generation X-squadrons may take an additional 13<sup>th</sup> movement as a reactionary movement (D2.0). Second generation X-ships may *not* be converted to ESS (C5.60).

**(C21.45)** Elite second generation X-squadrons may use *SFB rule* (D9.4) twice behind enemy lines. An XCA uses 10 cargo spaces per turn for supply in enemy space; other second generation X-ships use only five cargo boxes. XCA have 10 cargo boxes in the ship; XDD and XFF have five cargo boxes.

**(C21.46)** Second generation X-ships have, at the minimum, all abilities of first generation X-ships.

**(C21.47)** The XCA has a sensor range of two hexes. Second generation X-ships may only be sensor jammed (C15.0) by other second generation X-ships. In combat versus elite second generation X-squadrons, fighters are only 50% as effective in attack factors and defense factors, while PF/INT are 67% effective.

**(C21.48)** All second generation X-ships may carry two PFs. Any PFs carried while using hyperwarp (C21.50) are destroyed.

**(C21.49)** Second generation X-ships have the following values and characteristics.

Command Rating

XCA = 11

XDD = 8

XFF = 6

The maximum size of an elite second generation X-squadron is 3xXCA, 6xXSC4. Second generation elite X-squadrons may carry more PFs than normal (C20.21).

While the BPV of the ships are the same, their attack factors and defense factors vary due to their design.

Sample combat values

Klingon: D8 77/60, F8 41/30, E8 37/20.

Fed/ISC: XC 70/67, XD 37/34, XF 31/26.

Lyran/Gorn: XC 72/65, XD 38/33, XF 33/24.

Romulan: XSE 60/77, XZE 32/39, XME 26/30.

Kzinti: XCA 75/62, XDD 37/34, XFF 28/28.

Hydran: XE 76/60, XP 36/35, XS 25/31.

Tholian: XCA 63/74, XDD 35/35, XFF 25/27.

All others will be listed later.

**(C21.50) Hyperwarp:** This is a super velocity form of movement used in conjunction with complex guidance systems.

**(C21.51) Mode 1 Hyperwarp:** Second generation X-ships may move at a strategic speed of 24 hexes per turn. They must start and end at an active friendly base, and be on a friendly trade route. If either base ceases active operation, then all ships being guided are destroyed. One base set can guide one squadron of second generation X-ships in a turn. Ships using this mode may not attack or be attacked the turn they use hyperwarp. First generation X-squadrons may use this mode after second generation X-ships are built in the owning empire. A maintenance charge of 3 EPs per hex traveled per first generation X-squadron is applied.

**(C21.52) Mode 2 Hyperwarp:** Only second generation X-squadrons may use this form of hyperwarp. As long as all Mode 1 conditions are in force, and the squadron begins on a map edge, it may move completely across the map. Note that the squadron must have a base on both ends of the map edge to which and from which it is traveling.

## **(C22.0) EXPEDITIONARY FLEETS**

**(C22.10)** Expeditionary fleets are allied ships in friendly but not necessarily home territory. These units may use *SFB* rule (D9.7) and conduct *SFB* rule (D9.4) using a percentage of 10% of their defense factors (See C1.20).

**(C22.20)** Ships in a squadron that includes ships from only one empire operate normally regarding which ships may control the squadron. When in the “home territory” (i.e., the space of a friendly empire), a ship from the “home territory” can command and control ships in an allied expeditionary force as long as its command rating (D6.10) allows it to do so. Example: The ISC sends a CC (Command Rating 9) and nine other ships to Frax. When in Frax space, a Frax DN (Command Rating 10) could control the squadron.

For special technologies to work (as regards non-hardware advances) such as EFO (D6.25), all the ships in the squadrons must have that technology available in their originating empire. In the example above, if the Frax had EFO and the ISC did not (or vice versa), the squadron could not use EFO.

Legendary officers may not transfer to foreign ships nor may a foreign prime team function as a legendary officer.

**(C22.30)** A squadron consisting of a mixture of ships, none of which are from the empire where the squadron is located, uses the gross number of ships to determine which empire’s ships could be in control. The empire with the highest number of ships must provide the command ship. In case of a tie, the empires decide. In the example above, the moment the squadron leaves Frax space, the DN cannot command it and must be broken off. If one of the Frax ships were destroyed, the CC could command the force and the DN could be part of it, but any special abilities the DN might confer were it in command would not be in effect.

**(C22.40)** Any amount of BPV of foreign ships may act as an expeditionary fleet inside an allied empire. The first 1800 BPV of ships within an empire are free. This is per expeditionary fleet operating in an allied empire, not per visiting empire. After the first 1800 BPV are used up, then a maintenance cost of 1/20th of the BPV of the remaining ships must be paid by either the hosting empire or the empire providing the ships, but the cost of the expeditionary force does not count as “aid” (B10.56). This cost is per turn and if not paid, then the SQ is considered “inactive.” Example: The Frax are hosting ships from the Paravians and the Federation. The Paravians have provided 2000 BPV of ships; the Federation, 6000. The empires decide that the Paravians get the 1800 free BPV and only have to pay for 200 BPV of ships. The Frax decide they

can afford the 10 EPs for the Paravian ships. The Federation pays for their ships (300 EPs) and may still donate EPs in the way of financial aid to the Frax (and other empires). The Federation cannot directly pay for the Paravian ships in Frax space (although their financial aid to the Frax might be used to do so).

**(C22.45)** If at any time during the turn a foreign but allied squadron enters your space, it is subject to the (C22.40) calculations. If the payment for being an expeditionary fleet is not made, then for the duration of the time it is *not* in its own space it will be subject to “inactive” status penalties (see A10.60). It will not count as being “in supply.”

## **(C23.0) CRIPPLED UNITS**

**(C23.10)** Only ships and bases can be crippled. In *Galactic Conquest*, a unit is considered crippled, for strategic functions, if it has lost 75% of its defense factors (DF).

**(C23.20)** Crippled units are under the following restrictions:

- a. They have limited repair capability (See C1.20).
- b. They may not disengage from a battle using acceleration.
- c. They lose all special attack forms.
- d. They may not go into the convoy duty (B2.50) pool.
- e. They may not voluntarily enter an unsurveyed hex.
- f. Their strategic repair value (C2.0) is reduced to 1.
- g. They lose any benefit for having special sensors.
- h. They may not independently use any reactionary movement (unless they are commanded by an uncrippled ship).
- i. They may still carry the same number of attrition units and do not suffer a loss in ability to carry cargo.

**(C23.30)** Crippled units may move a maximum of one hex, even if an undamaged ship is in command. Such a unit may use double time movement (two hexes) (D4.0) or trans-warp movement (four hexes) (D5.0).

## **(C30.0) TRADING PACTS**

Two empires may institute a trading pact (TP) between their empires. This represents imports and exports that are coming and going in both empires. The Merchant Marine must support this by adding Free Traders (FTs) or other qualified ships (C30.35) to their trading pact pool.

**(C30.10)** Before a trading pact can be started, a trade route must be constructed that connects the two parties (this includes adding the appropriate freighters to support the trade route). The trade route connection must be direct and cannot go through a third empire’s space (i.e., trading pacts only work with an empire’s adjacent neighbors), unsurveyed space, or unnavigable space.

**(C30.20)** Small empires tend to gain more from trading pacts but larger ones can still do well. Add up all the major systems (not minor colonies) between the TP partners. This is the maximum number of Free Traders (FTs) the trading pact can hold. The number of FTs is then divided and placed into trading pact pools. Negotiations between the empires should determine which empire builds the FTs and how many FTs each partner gets in the empire’s trading pact pool. Movement of these FTs from one trading pact pool to the next takes one complete turn, as long as it is between the trading pact partners. An empire with seven or fewer systems adds 20 EPs per FT in its TP pool to its BEV [in the same step as MRR (B11.15a)]; an empire with

eight or more systems adds 0.25% per FT in its TP pool to its BEV [in the same step as MRR (B11.15a)]. Example: The Federation (10 majors) establishes a trading pact with the Gorns (5 majors). The Feds and Gorns negotiate the 15 FT to be divided up as: 10 FTs to the Federation's TP pool and 5 to the Gorns' TP pool. The Federation then gains +2.5% ( $0.25 \times 10$ ) to their BEV; the Gorns gain 100 EPs (20 EPs x 5) to their BEV. This amount can be changed by altering the ratio of FTs in each empire's TP pool. The EPs are earned every turn as long as the TP is not dissolved.

**(C30.25)** Empires do not have to have the maximum number of FTs in the shared TP pools; lesser numbers are allowed, however both empires must have at least one FT in the pool. If both empires don't each have at least one FT in the pool, then the trading pact is dissolved

**(C30.27)** If an empire has more FTs in its end of the TP pool than major systems, then any income over the amount it would have gotten with a number of FTs equal to its major system count counts against its economic aid limits (B10.55). Example: If the Gorns (five majors) had a trading pact with the Federation (10 majors), and they had eight FTs in their pool, the first 100 EPs would not be subject to the aid limits, but the income from the 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> FTs (60 EPs) would count against the limits. If their income were under 240 EPs (perhaps due to being subject to economic exhaustion), the full value of the extra FTs wouldn't be available.

**(C30.30) Trading Pact Pool:** Units placed in the TP pool are treated exactly as if they were in the SR except they do not add any BPV to the Merchant Marine budget calculations (E1.0). They will be noted on the empire's status sheet as follows (with minor variations):

*Working Freighter- > 50xFL, 100xFS: TP-> 5xFT for Feds, 7xFT for Lyrans:*



**(C30.35)** Units that qualify for the TP pool are as follows: FT (and its variants), APT, FedEx, and the luxury liners.

**(C30.40)** A trading pact dissolves if combat takes place between TP partners.

**(C30.50)** Empires that share trading pacts between them reduce the costs in (C17.73) by 50%. At least one ship must be in each trading pact pool.

**(C30.60)** If an empire loses its homeworld, all of its trading pacts are dissolved.

**(C30.70)** Economically severed systems (C12.90) are subtracted from the amount of FTs a trading pact pool can have running. The partner with the economically severed system has its trading pact earnings reduced appropriately. This may result in no reduction if the maximum number of FT is not currently being used. If all the combined trading pact pool ships possible are in the other partner's pool, that empire suffers the loss. Example: Using the example in (C30.20), if the Federation had a system economically severed, it would only have a 2.25% increase in their BEV. If the Gorns had all 15 ships in their trading pact pool and the same Federation system was economically severed, then the Gorns would only have 280 EPs added to their BEV.

**(C30.80)** When a trading pact is established, each member of the pact knows the number of major systems owned by the other.

## **(C40.0) ALERT LEVELS TECH (ALT)**

**(C40.10)** This technology is not available until Y170. It is designed to raise the overall internal security of an empire. This tech is only available after a successful R & D program.

**(C40.20)** This technology may be turned on or off each turn, indicated on the orders, along with current mobility. ALT is assumed to be “on” unless otherwise indicated.

**(C40.30) Benefits:** When ALT is “on,” the technology grants the following:

- a. The empire gets three free levels of counterspying.
- b. The morale of all the empire’s systems is increased by one, even if under blockade. The increase in morale will affect income if the empire that has ALT turned on also has QCBs (B4.20).
- c. A new chart is used for all/any capture attempts against an empire that has its ALT set for “on:”
  - 1-2 = all capture points removed
  - 3 = captured
  - 4 = in doubt
  - 5-6 = self-destructs
- d. The empire adds two to the chance of a convoy being defended (B2.30).
- e. The empire that has ALT turned on adds one to the die roll for cloaked ship detection and hidden base searching (Appendix 2).

**(C40.40) Restrictions:** While ALT is “on,” the technology places the following restrictions on the empire:

- a. The empire that has ALT turned “on” has the profits from its trading pacts reduced by 10% to reflect the added costs of doing business with foreign empires in this state of heightened security. If the empire has no trading pacts, then no loss is incurred.
- b. The empire that has ALT turned “on” may not have any BI higher than “Pressed” and any BI set higher by the empire will be reduced to “Pressed” to reflect the caution that ships will have and the redirection of key personnel from fighting to preventing boarding actions during this state of heightened security. Any battle group with an LA on board may ignore the “Pressed” restriction.

## **(C50.0) TROOP SHIP SUPPORT (TSS)**

**(C50.10)** This technology is based on standard troop transports. Each troop ship can offer TSS protection to a certain number of friendly ships and/or bases each round of combat. The declaration of protection is written down secretly and concurrently with other events in the combat round. The troop ships may use TSS from reserve. They are under none of the (A10.40g) combat restrictions and/or penalties while in protection mode. They may not do this in a round when they are trying to capture a ship or base themselves. A BAR module provides a base with TSS protection. An SC3 troop ship may protect a total of three ships or bases (or a combination thereof); a CW troop ship, two; an SC4 troop ship, only one. If an SC2 troop ship were to exist, it would protect five ships or bases (or a combination thereof). This tech is only available after a successful R & D program.

**(C50.20)** A unit with TSS protection has its ship’s DF multiplier changed from a “5” during a capture attempts to a “7.” So if an empire wished to capture a TSS-protected FF with a 10/7 AF/DF, it would take that empire 49 attack points instead of the usual 35.

**(C50.30) Tug Pods:** Any tug which has a full load of normal weight troop pods will function within the framework of this tech.

**(C50.36)** Merchant Marine units may not use any TSS functions.

**(C50.37)** Any troop ships with green or poor crew increases the DF multiplier to a “6” rather than a “7” under normal TSS rules.

## **(C60.0) HOSPITAL SHIPS (HS)**

**(C60.10)** With this tech an empire has developed a hospital ship, base modules, tug pods, skids, and ground bases to the peak of efficiency and these facilities are ready to respond quickly to incoming wounded personnel. The presence of a hospital facility has several effects on a battle, assuming the facilities are not captured or destroyed. This tech is only available after a successful R & D program.

**(C60.10)** The effects of hospital ships technology are as follows:

a. The empire with the technology subtracts 1% per hospital unit (C60.30) from its opponent’s statistical combat chart. Multiple hospital units do add together up to a 6% maximum. Each hospital ship must designate which friendly squadron it will help if they are not in the same squadron. The hospital ship must be in the same strategic hex as the units it is helping.

b. The empire with the technology at the end of combat adds 10% to the chance of poor/green crew ships becoming normal, adds 2% to outstanding crew rolls, and adds 5% to the chance of legendary officers being created. Multiple hospital facilities do *not* add to these percentages.

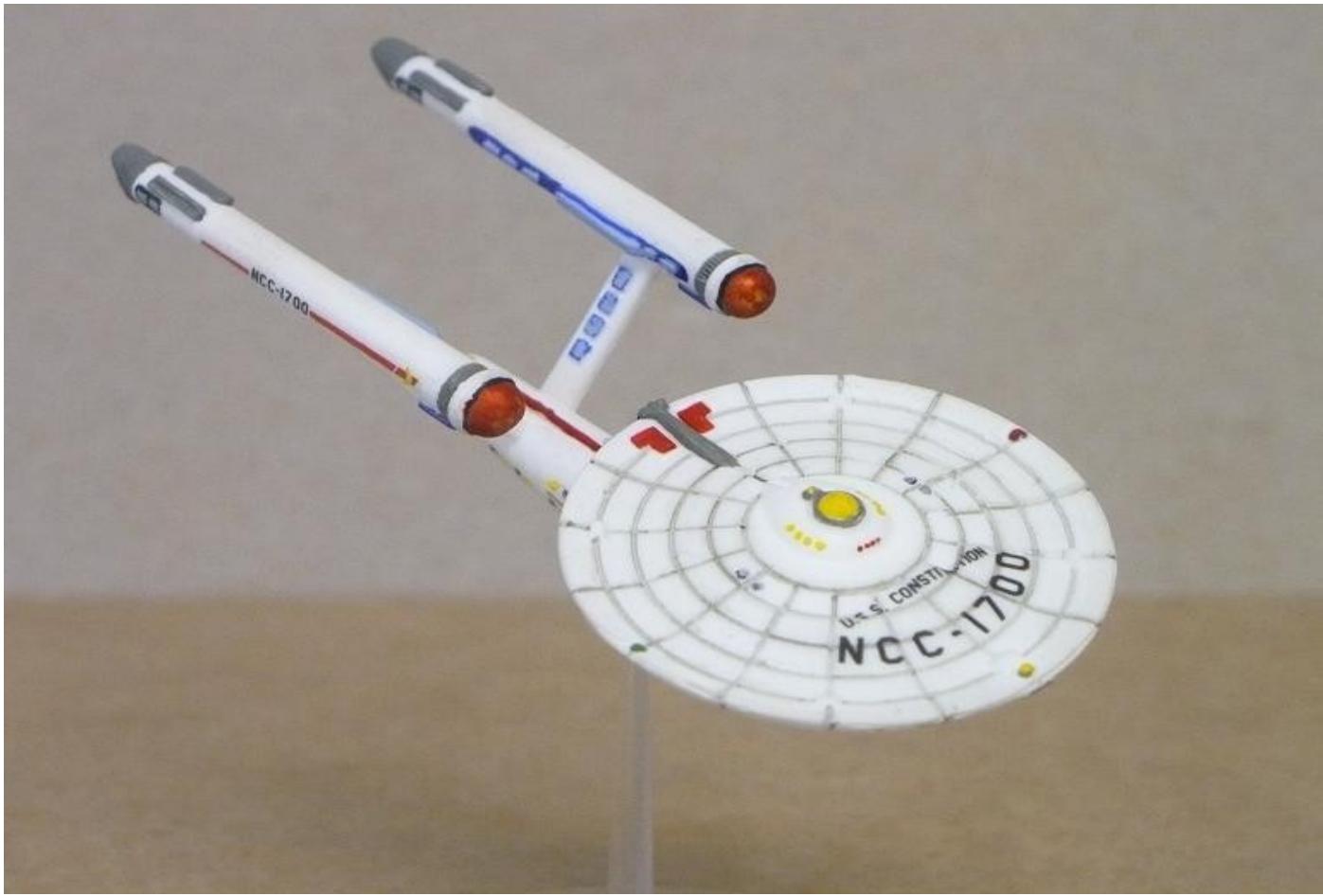
**(C60.30) Hospital units:** Hospital facilities have their AF reduced to 0 and may never have damage applied by their owning player. Facilities are listed below and must be available in the hex where the battle occurs for HS to work.

	<b>Unit</b>	<b>EPV/BPV</b>	<b>CU</b>
<i>Ships</i>			
	CLH*	100/70	40
<i>Pods</i>			
	P-HOS (Must have 2)**	21/15	24
<i>Skids</i>			
	MEDS (Must have 4) **	See R11	
<i>Base Augmentation Module</i>			
	HosM (Must have 6) **	See R1	
<i>Ground Bases</i>			
	GMH (Must have 4) **	20/8	16

\* If the empire in question has a defined hospital ship in the *SFB* Master Ship Chart, then use it in place of this one.

\*\* Each multiple acts as a single unit.

**(C60.40)** An empire that destroys a hospital facility which is not located in a base with offensive capabilities will affect the morale (B5.0) of its own systems. Capturing the unit does not affect morale.



*Starline 2500 Federation Heavy Cruiser painted by Tony L. Thomas*

**Starline 2400 Miniatures:** Amarillo Design Bureau has for many years produced a series of metal scale minis that have evolved from the 2200s to the 2300s to the 2400s. Starline 2400 is 1/3788 scale. These remain in production.

**Starline 2500 Miniatures:** Under our joint venture with Mongoose, we have launched the new 2500 series which are larger and have more detail. In November 2013, a contract modification put this the manufacture and distribution of this product line entirely in ADB's hands. Starline 2500 is 1/3125 scale.

**Starline 2425 Miniatures:** Certain units cannot be realistically done in either of the standard scales, so the 2425 range of miniatures includes general units (bases, freighters, monster, shuttles) which work very nicely with both the 2400s (1/3788) and the 2500s (1/3125). For example, starbase would be 28 inches across for the 2500s and 24 inches across for the 2400s so the models we provide here work nicely for both scales. After all, if the ships were the same scale as the movement/weapons ranges, each ship would be smaller than the head of a pin.

Find out more about these miniatures here: <http://www.starfleetgames.com/Starline%20Miniatures.shtml>

## **(D0.0) STRATEGIC MOVEMENT RULES**

### **(D1.0) MOVEMENT**

**(D1.10)** Ships on the strategic map have a specific movement rate per turn. Find the best possible speed that the ship can attain on the tactical map.

Freighters and other R1 ships (except for fast transports as noted below) add one (for the impulse engines) to the number of warp boxes and divide the result by the movement cost of the ship, then use the chart below, with the exception that they cannot move more than two strategic hexes per turn (Example: an FES moves two hexes a turn maximum. DTM cannot even increase its speed). Fast transports (FEX, FXX, FSF) may move three strategic hexes per turn and make use of HPM (D3.0).

First generation warp ships add one (for the impulse engines) to the number of warp boxes and divide the result by the movement cost of the ship, then use the chart below, with the exception that they cannot move more than two strategic hexes per turn.

Second generation warp ships add one (for the impulse engines) to the number of warp boxes and divide the result by the movement cost of the ship, then use the chart below.

<b>Tactical speed</b>	<b>Strategic hexes moved per turn</b>
0	0
1-14	1
15-24	2
25-34	3
35+	4*

• = With HPM technology

•

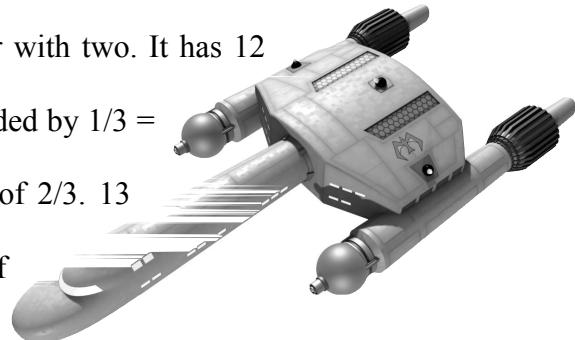
Ships without SSDs will be dealt with on a case-by-case basis.

Example: The Klingon E4T can run empty, with one pod, or with two. It has 12 warp boxes and impulse engines, yielding 13.

a. When empty, it has a movement cost of 1/3. 13 divided by 1/3 = 39 so it moves three hexes in *GC*.

b. When it carries one pod, it has a movement cost of 2/3. 13 divided by 2/3 = 19.5 (20) so it moves two hexes in *GC*.

c. When it carries two pods, it has a movement cost of 1. 13 divided by 1 = 13 so it moves one hex in *GC*.



**(D1.20) Reactionary Movement (RX):** Reactionary movement (D2.0) has limits based upon tactical speed. Strategic movement may be exchanged for reactionary movement on a one-for-one basis.

**(D1.25)** Ships that move only one strategic hex will be in **brown** font. Ships that can move only two strategic hexes will be in **red** font. Ships that can use HPM (D3.0) will be in **blue**.

**(D1.26)** Note that many classes of ship may have special movement rates as defined by their special rules. [See (C18.0), (C19.0), (C20.0), and (C21.0).]

**(D1.30)** Units may be towed on the strategic map. The towed unit must have its warp engines off. Calculate the new tactical speed using towing costs in the *SFB* Rulebook.

**(D1.40)** *Galactic Conquest* uses a segmented system for strategic movement. Each turn is divided into 12 segments. Each segment represents two weeks.

## SEGMENT MOVEMENT CHART

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

**(D1.50)** Ships do not have to move at their maximum rate. There are no strategic turn modes. There are no plotted, mid-turn, strategic speed changes.

**(D1.60)** Admirals must plot the *exact* course a squadron will travel, and any specific conditions that would alter that path (RX). Admirals should provide orders for all squadrons under their command. Ships may use strategic evading, station keeping, and pursuit plotting. Remember that an admiral's orders are interpreted by his subordinates. Subordinates try their best, based on the orders they received from the admiral; however miscommunications may happen. A good admiral never assumes a subordinate can read his mind (and intent) and always spells out what he wants done in the fleet orders.

**(D1.70)** Regular plotted movement may be mixed with any special forms of movement as long as all requirements are met for the special movement forms.

**(D1.80)** If on the same segment, two or more opposing forces enter a hex that contains a defendable entity (starbase, planet, convoy, etc.), the empire that is defending gets to the object first.

**(D1.85)** In a strategic hex, a planetary attack, or any attack against a defensible object (a convoy, for example), the attacker may conduct offensive operations against the defended entity only for as long as he has won previous battles in the turn.

## (D2.0) REACTIONARY MOVEMENT (RX)

**(D2.10)** An admiral may plot courses of action that are conditional in nature; these reactionary movements may be non-plotted forms of movement. Each reactionary movement costs one strategic movement point. Many forms of RX are available; they may be mixed and matched. Once a zone of control (ZOC, an area where squadron's sensors (C5.0) "see" what is around it) has been activated (D2.20) all reactionary

movement may be used simultaneously. An admiral must state the use for a reactionary movement or his subordinates may take actions as they see fit.

Example: A Gorn BC starts in hex Z20 and has a Movement of 3. The admiral plots the following: Move from Z20 to Z21 to Z22 to Z23. If the ISC SC is in Z21 when you arrive, attack it. If it refuses battle, use a strategic stop, convert one point of unused movement into a bottleneck RX and engage it. If it uses a bypass movement RX to avoid the battle, use the final point of unused movement to bottleneck it again and blow the nuisance out of our space. If the ISC SC leaves Z21, continue to Z23 and take command of SQ G82A waiting there.

**(D2.15)** Note that bases and systems may *not* use any reactionary movement. They may be affected by RX (AM to help defend, WS against). Any ships assigned to the base or system without an SQ designation (such as civilian and/or national guard ships) are also unable to use any RX. Attrition units from a base or system may fill the command rating of actual squadrons and function as part of the squadron only for missions within the hex. At the end of the turn, the attrition units automatically separate back to base and/or system defense.

**(D2.20)** The first offensive reactionary movement happens no sooner than one segment after the first unit in that squadron's zone of control moves. Offensive RX are forced engagement (FE), forced retreat (FR), bottleneck (BN), bypass movement (BM), warp sling (WS), positron flywheel (FLY), and assembling movement used for attacking (AM).

**(D2.25)** Any RXs waiting for movement to happen so they activate get triggered on Impulse 12, even in the absence of an external trigger.

**(D2.30)** Unless otherwise specified, all additions to or subtractions from attack factors and defensive factors are cumulative with each other and the basic combat chart.

**(D2.31) Forced Engagement (FE) and Forced Retreat (FR):** This form of RX allows captains to pursue a more aggressive course of battle (throw caution to the wind, so to speak). When implemented, each ship in a squadron has its AF increased by 18% and its DF decreased by 12%. The reverse of this tactic also exists and is called forced retreat (FR). When FR is employed, the DF of a squadron is increased by 18%, and the AF is decreased by 12%.

**(D2.32) Bottleneck (BN):** This form of RX is usually used to outflank an opponent and insure a battle. Often a BN is the only way to engage an enemy in open space. A squadron implementing BN has its DF decreased by 20%, and its AF by 25% for a single combat round. The enemy being engaged must stay for at least one round of combat before he may declare disengagement (unless he had a BM available).

**(D2.33) Bypass Movement (BM):** BM is a form of reactionary movement. It is used to avoid large areas of space. When employed, it has one of two functions:

a. A squadron may safely cross a normal or local minefield. Each of those MXs needs one BM even if the MXs are in the same hex; a squadron may use a BM to cross MX anytime it may legally move in a turn (this is an exception to D2.20).

b. A squadron may avoid one engagement completely. A squadron may employ this function of bypass movement only once in a turn.

**(D2.34) Assembling Movement (AM):** This form of RX allows an admiral to combine several squadrons together so they may function as a single squadron. This is typically done to assault a base or system. One RX per squadron allows up to three squadrons to function as one; two RXs per squadron allows between

four and six squadrons to function as one; three RXs per squadron allows between seven and 10 squadrons to function as one. Squadrons using AM may not leave the strategic hex in which they were assembled while continuing to function as one SQ. One AM keeps the squadrons together for the entire turn if so desired. Admirals need to declare if the AMed squadrons will be staying AMed over a turn break.

**(D2.35)** Defenders may exceed stacking limits (D6.0) without using AM. For the duration of the combat they are considered to have poor crew. (If they had any other crew quality they are downgraded to poor, if they had poor crew already, then all penalties are doubled). Each combat round a d6 is rolled for each unit. On a 1-2, the unit fights. Otherwise, it is just a target.

**(D2.36) Strategic Stop (SS):** This form of RX allows a squadron to stop in the middle of a turn at any segment indicated by the admiral. It can be thought of as a strategic emergency deceleration. Any unused movement can only be converted to RX. Once stopped the squadron may not move strategically again for the turn. This is the only RX that does not “cost” the squadron a strategic movement, although you must have strategic MV during the turn available to use this function and have moved at least one hex on the strategic map. Once employed you are stuck in the strategic hex you SS into and may not move out of it again for the rest of the turn.

**(D2.37)** While not true reactionary movement, spending movement points searching for convoys, bases, and cloaked ships is considered RX for purposes of double time movement (D4.0) and trans-warp movement (D5.0).

**(D2.40) Warp Sling (WS).** This is a form of reactionary movement. It costs the equivalent of half of the squadron’s strategic movement for the turn (rounded up). If the normal movement for a squadron were three hexes, then it would cost two movement points to use a WS. A squadron may use this RX once in a turn, not within six segments. When employed, the WS allows the squadron to get one free attack in a battle. The opponent of a WS squadron may not use any special functions nor may he declare reserves for the free combat round. Legendary officers’ special movement additions will not function with WS. This tech is only available after a successful R & D program.

**(D2.50) Positron Flywheel (FLY).** This is a form of reactionary movement. It costs a point of strategic movement to implement. When FLY is used in combat, the attacker may attack for a single round and disengage from the battle before his opponent can strike back. The squadron using FLY has its all attack points reduced 60%. The squadron using FLY may decide to stay in the battle but its AF is NOT increased until the battle is over. This tech is only available after a successful R & D program.

**(D2.60)** Regardless of the number of RX available, only one FLY or WS can be used on a single target in a single segment (i.e., an admiral can’t use warp sling on a SB five times in one segment with five squadrons).

### **(D3.0) HIGH POWERED MOVEMENT (HPM)**

**(D3.10)** With HPM in force, ships with the ability to generate 36 or more warp movement points may move four hexes on the strategic map. Speeds faster than 12 are not possible, but the extra movement can be converted to a single RX. HPM gives meaning to building CWs and DWs and even fast CAs/DNs. This tech is only available after a successful R & D program.

**(D3.20) Note:** “Fast” ships (DNLs, fast BBs, etc.) have their AF reduced 25%. A Federation CF (BPV 161) would be 17/23.

## **(D4.0) DOUBLE TIME MOVEMENT (DTM)**

**(D4.10)** If a squadron is on a friendly trade route, then it may utilize DTM. A squadron using DTM may double its strategic speed. It is possible for a squadron to use DTM only for part of a turn. DTM doesn't start until the squadron is on a trade route hex and is specifically ordered to go on DTM. This technology is available in Y160. Example: A20 is not a trade route hex; A21-A25 are. The admiral's movement orders for a squadron starting in A20 are A20-A21-{A22-A23}-{A24-25} (using DTM as indicated).

**(D4.11)** X-ships may use DTM as noted in (C19.30f). Second generation X-ships may as well by virtue of (C21.46).

**(D4.21)** If a squadron is engaged while using DTM during a turn, then its AF and DF are decreased by 20% for the duration of the combat.

**(D4.22)** A squadron using DTM in any part of the turn may *not* use any form of RX, including searching for items (D2.37).

**(D4.23)** By Y178, (D4.21) is no longer in effect.

**(D4.24)** R1 units, unless specifically listed otherwise, cannot use DTM (or TWM).

## **(D5.0) TRANS-WARP MOVEMENT (TWM)**

**(D5.10)** Similar to double time movement (D4.0), TWM is a high speed mode of travel. All DTM restrictions and rules are in effect unless modified below.

**(D5.11)** A squadron using TWM moves four times its normal speed (in most cases this would be 12). TWM is not available until Y178. It uses the same style of notation as DTM.

**(D5.12)** Squadrons using TWM in any part of the turn may not engage in any kind of combat and must decline combat unless forced to engage by bottleneck RX (D2.32). By Y185, this rule is no longer in effect.

## **(D6.0) STACKING**

**(D6.10)** Unless modified below, the maximum number of ships in a given squadron is determined by the *F&E* command ratings. A Federation CA, for instance, has a Command Rating of 8. It could command itself and eight other ships. (“Command rating” was “Command Ability Number” or “CAN” in earlier editions of the *Galactic Conquest* rulebook.)

**(D6.20)** In *Galactic Conquest*, all freighters and variants have a Command Rating of 1. Homeworlds have a Command Rating of 10; major systems, 8; minor colonies, 5. In most cases this is unimportant as orbiting bases will be able to control local defenses. However, when the orbiting bases have been destroyed, the planet will have a command rating. Up to six bases in open space can always control themselves.

**(D6.25) Enhanced Flag Operations (EFO).** With EFO in force, the command rating cost for SC4 and DW class ships is reduced. Three of these ships only take two command rating slots, not three. This tech is only available after a successful R & D program.

**(D6.26) Really Enhanced Flag Operations (REFO).** This is a further refinement of EFO which allows CW class ships (and only CW class ships) to have a reduced command rating cost. Three of these ships only take two command rating slots, not three. EFO and REFO may be combined so that 1xCW and 2xFF take two command rating slots. Some empires with CW movement of 0.5 or 0.75 may find that command rating cost varies; if true, this will be part of the empire's information when the tech is successfully researched. This tech is only available after a successful R & D program.

**(D6.27) Carrier-Escort Flag Operations I, II, III (CEFOI, CEFOII, CEFOIII).** When the first level of this tech is attained, one assigned escort to a carrier (or SCS) can be ignored for command rating computation. If more than one escort is available, then the player may chose which is subjected to CEFO. Once CEFO is declared the assigned escort no longer uses a command rating slot, still adds its defense to the carrier, but loses all AF. Example: D6V(12xZV, AD5) with CEFO I means the AD5 is "command rating free" and does not provide any AF in combat during the turn.

CEFO is compatible with EFO and REFO. Only dedicated escorts listed in the *SFB* description for the carrier or those designated by the GM can be considered for CEFO. The second and third levels of this tech allow a second and third escort to be "command rating free" with the same caveats as the first.

These techs are only available after successful R & D programs.

**(D6.28)** When damage is assigned, the escorts take damage first before their consort.

**(D6.30)** See (C20.20) and (C20.70) for command rating restrictions on gunboats and fighters.

**(D6.40)** Only one ship from each class of command ship may be in a squadron. The following are considered command ships: BB, DN (this includes DNLs, war DNs, and any unit that serves as a DN substitute), BCH, CC/NCC, CWL, HDW-C, DDL, DWL, FFL, LTT with BP/LBP, and fleet tugs with battle pods/pallets. Variants of these hulls count as the base hull. The following examples are illegal: Fed DN and DNG; Fed DN and Fed DNL; Klingon C9 and Klingon C8V; ISC 2xCC. It is legal to have a squadron containing a DN class, CC, and CWL, however.

**(D6.45)** All pods/pallets that increase the command rating of the tug (or other units capable of carrying that pod/pallet operationally) make the ship that carries them command ships. As it is the pod/pallet that turns the ship into the command ship, only one ship can carry such pods in a squadron. These ships suffer the (D6.40) restriction. Example: The following would be legal in a single Klingon squadron: BT, TGA(2xPF6), D5H(PR9), TGA(2xH5). The following would be illegal; BT, 2xTGA(2xH5), as the H5 (a unique command pod) has a Command Rating of "+1." It also should be noted that if a unit can carry more than one pod "command type," only one is considered in the calculation for command rating as they are not cumulative. Example: An ISC tug (Command Rating 8) with two P-B pods (Command Rating +2) only has a Command Rating of 10. An ISC LTT (Command Rating 6) with one P-B pod (Command Rating +2) has a Command Rating of 8.

**(D6.46)** For the purposes of *Galactic Conquest*, a convoy command skid is not added to ships in a convoy as the escorts for escorted convoys are handled differently [(E5.0) and (E6.0)].

**(D6.50)** When an empire loses its homeworld or when it is defending its homeworld, (D6.40) limits need not apply.

**(D6.60)** Unless using various forms of reactionary movement, only one squadron may operate in the same tactical area at one time. A tactical area is defined as a specific location within a strategic hex. Each strategic hex is about 30,000 hexes in size.

**(D6.70)** During a battle, reinforcement squadrons arrive after the battle is over, or in 1d4+1 (i.e., between two and five) combat rounds. It is common for sets of opposing reinforcements to battle each other while waiting to enter the main battle. The victor may later proceed to the main battle. The loser, however, must withdraw and may not voluntarily engage enemy units for the duration of the turn. This usually means that in a battle between reinforcements, the loser ends combat for the turn.

**(D6.80)** Whenever two or more friendly squadrons end up in the same hex, they must be placed in order. This ordering declares which squadron will lead any hostilities. The lead squadron (the first to see action) would be number 1, the second to see action is number 2, and so on. Without special reactionary movement, all numbers but the first enter the battle as a sequential set of reinforcements. Example: A group of Seltorian squadrons arrive ready to defend a system. Two of the squadrons (S1A and S2A) have one RX left and can AM (D2.34) together. The other three have no RX left. The admiral orders S1A and S2A to be the lead “squadron” (as they are AMed, they can do this) and that squadrons S54A, S4A, and S35A are to be numbers two through four, in that order.

**(D6.81)** Fighters and gunboats may NOT become “lead squadrons” unless they are the only units in the hex.

**(D6.90) Bog Down Rule:** If more than 15 command rating slots end up in the same tactical area (i.e., they remain AMed together) at the end of a turn (on Segment 12) their movement is reduced by half. If there are more than 25 command rating slots, their movement is reduced by 75%. This reduction is for the next turn’s movement. Example: Two squadrons with a movement of 3 and with 16 command rating slots are defending against two squadrons with a movement of 4. Knowing that the other side gets to move first, the admiral in charge of the slower squadrons orders them to remain AMed over the turn break, knowing that even though his squadrons will be bogged down, he will still have a movement of 1 — enough to exchange for an AM RX.

**(D6.100)** The act of forming a new squadron does not happen until the end of the turn after all movement and combat has been completed. Ships cannot split from a squadron or join a squadron before the turn ends. This includes new ships that come off the slip on Segment 12. They must be assigned to a squadron or the local commander will try to read the admiral’s mind and the results may not be as desired by the admiral.

**(D6.105)** Note that (D6.100) is the last activity for the turn.

**(D7.0) Fleet Formation I, II, III (FFI, FFII, FFIII).** When gained, this tech allows an empire to place a ship in reserve (A10.40a) without the loss of the ship’s attack factors.

FFI: For every six SC4 ships in a squadron, another single ship may kept in reserve without the loss of the ship’s attack factors.

FFII: For every five SC4 ships in a squadron, another single ship may kept in reserve without the loss of the ship’s attack factors.

FFIII: For every four SC4 ships in a squadron, another single ship may kept in reserve without the loss of the ship’s attack factors.

This tech is only available after a successful R & D program.

## **(E0.0) MERCHANT MARINE RULES**

### **(E1.0) MERCHANT MARINE ORGANIZATION**

**(E1.10)** Every empire has a Merchant Marine (MM) navy that is separate from the military navy. The MM budget is computed each turn as follows:

- a. Add the total BPV of the MM fleet, consulting (E2.40) for omissions and (E1.35) for the minimum requirements for the MM working pool of freighters. Even when an empire is crippled, the basic formula (E1.35) still applies.
- b. Multiply that figure by 0.075 (i.e., 7.5%).
- c. Convert the number on a one-for-one basis into EPs and that is the base MM budget.

This budget is modified by the state of an empire's economy as follows:

- a. Full War (FW) economy, 100% of the 7.5%.
- b. Limited War (LW) economy, 75% of the 7.5%.
- c. Peacetime (PT) economy yields 50% of the 7.5%.
- d. Restoration Mobility (RB) yields 50% of the 7.5% (the MM does not get reduced below PT levels).

If an empire is crippled (B11.11), it loses 50% of the 7.5%. The income is also modified by lowering an empire's command rating status per (B12.110) and (B12.115). Example: If an empire's status sheet said its MM budget was 125 EPs, then on PT mobility and with Command Rating -3, the empire would generate 78 EPs for the MM to spend.

**(E1.15) MM Income Cap:** The MM economy in a given turn may not be more than 10% of the military budget; any excess EPs are lost.

**(E1.151)** If an empire has seven or fewer *major* systems, Rule (E1.15) is void, although the MM income may never exceed 35% of the military budget.

**(E1.20)** The Merchant Marine can build any civilian ships (*SFB* section R1.0) or police vessels. The MM may also build shipyards for SC3 and SC4 ships. The MM must pay the EPV for each unit purchased. All units built, except stock F-Ls and F-Ss, must be built in shipyards (or at a starbase, star palace, or star fortress). Careful coordination with the military is important. Each turn, one ship may be converted to something else (two ships when the empire is on limited or full war mobility). This can be done at a shipyard, fleet repair dock, construction dry dock, sector base, or starbase. F-Ls and F-Ss can be built at a starbase at the rate of six F-Ls and 12 F-Ss per turn. A sector base can make two F-Ls and four F-Ss per turn. EPs from the MM income may not be saved from one turn to the next. Unused money is lost.

**(E1.201)** The Merchant Marine can build certain types of tugs and transports. If the tug or transport has no split EPV, then it has a EPV +30% its BPV. The tug/transports must be part of the Merchant Marine (even if part of the supplementary defense) and may not be transferred back to the military (i.e., if used in a squadron, they are "temporary transfers" and count against the limit of MM transfers). They may only carry cargo accessories.

**(E1.202)** If the military builds an R1.0 unit, the unit still must be counted as an MM unit, even if the unit is used in the supplementary defense or as a military transfer.

**(E1.21)** The Merchant Marine may never build fighters, gunboats, or base modules without a place for them to be stationed. In the case of fighters and gunboats, the units must be stationed on (R1.0) ships that carry attrition units as standard complement (AxCVL, for example). Fighters and gunboats could later be transferred to other areas without the ships.

**(E1.212)** Partial Merchant Marine construction is not added to the MM economy until the construction is completed.

**(E1.22)** The military may build items for the Merchant Marine. The military must pay the EPV (or 30% more than the BPV if no split values are listed on the *SFB* Master Ship Chart). The military may never build attrition units for the MM. Also remember that building an MM conversion (E1.20) counts against the MM's conversion rate just as it does with the military. Once per turn the military may finish a single ship for the MM. If there is no split value, the military may contribute a maximum of 50% of the price and that must complete the ship. This in no way implies F-Ls and F-Ss (and any other R1.0 ship) may not be mass funded by the military. Rather it is to prevent players from paying 1 EP each into a large number of police ships, for example, and then having the military pay the rest, creating record-keeping nightmares.

**(E1.23)** The Merchant Marine may never build minefields or trade routes.

**(E1.25)** The Merchant Marine may not utilize any of the following: mothballing, scrapping, attrition unit stockpiling, banking, R & D, spying, or espionage activities. If the MM should not be used for another activity (not listed here), the offending empire will be informed of this by the GMs.

**(E1.30)** A certain number of convoys need to be doing their job delivering commerce. If this convoy value falls below an empire's computed convoy value, then the empire suffers economically. The amount lost is simply equal to the percentage lost of the F-Ss and F-Ls (converting all F-Ls to F-Ss for calculations). Example: The Qixa normally have a basic convoy value of 100 F-Ls (these count as 200F-Ss when calculating MM strength) and 200 F-Ss (enough to cover 50 trade route hexes). During the turn, they were raided and lost two F-Ls and three F-Ss they could not replace. Total MM strength = 200+200 = 400. The two F-Ls are worth four F-Ss so a calculated total of seven F-Ss have been lost or  $7/400 = 1.75$ , rounded to 2%. To replace the civilian losses, the Qixa's military has its income cut by 2%.

**(E1.31)** An empire may voluntarily shut down its trade route system. The effects of this are as follows:

- Monitors in transit appear at a randomly selected system (one without a monitor, if possible).
- Command rating exemptions per (B12.120) and (E1.35d) end. Such squadrons must break up to so they have a legal command rating per squadron.
- Open space bases begin to degrade per (C12.20) (except per E1.32).
- In (B11.15d), the BEV is reduced to zero EPs, regardless of mobility.
- All working freighters are removed from trade route duty and placed throughout the empire's major systems, divided as evenly as possible. They become immediate transfers to the strategic reserve, but are kept in separate squadron headings as they will *not* add to the MM's income.

**(E1.32)** Bases designated as being in open space must be kept supplied by working freighters. Required freighters (E1.35) will be added to the working count. Any convoy raids in these open space base hexes can only find one F-L and two F-Ss during each turn.

**(E1.33) Partial Shutdowns of Trade Routes:** Selected trade route hexes may be shut down. If more than 50% of the trade routes are shut down, then steps a-e in (E1.31) apply. If 50% or fewer trade route hexes are shut down, the economy suffers the normal effects of (E1.30).

**(E1.331)** Any systems cut off by a partial trade route shutdown are treated as if they were economically severed (C12.90). Any open space base which has its trade route shut down begins to degrade immediately per (C12.20).

**(E1.35)** To determine an empire's basic convoy value, use the following chart:

Condition	F-Ls needed	F-Ss needed*
Trade Route Hex	2	4
Each Base in Open Space	1	2
Each Monitor in Transit	1	2
Each Minor Colony	1	2
Each Squadron over Command Rating	1	2

\*One F-L can substitute for two F-Ss, and vice-versa.

The total is the empire's basic convoy value. Even if the empire is crippled (B11.11), the freighters must be assumed to still be there when the convoy value is computed.

Example: The Alunda have 20 trade route hexes. They have a SAM on their border in open space. They have one monitor in transit. They have no squadrons over command rating. They have just "acquired" (from the Lyrans) three minor colonies. They need 40xF-L, 80xF-S for their TR hexes. They need 1xF-L, 2xF-S for their SAM. They need 1xF-L, 2xF-S for their monitor in transit. They need 3xF-L and 6xF-S for their minor colonies. The Alunda's basic convoy value is 45xF-L, 90xF-S. Currently the Alunda have 42xF-L, 84xF-S and need the freighters to support their new colonies. They elect to build 12 F-Ss and will substitute six F-Ss for the three F-Ls they would normally have.

**(E1.351)** Bases such as the CPP and CPL involved with MRR do not need freighter support.

**(E1.352)** A trade route in a minor colony hex does double duty. The F-L/F-S requirements can satisfy both.

**(E1.40)** Substituting working freighters is allowed. Two small freighters of the same type as a larger freighter will substitute for that one larger freighter and vice-versa.

**(E1.41)** An empire is operating at a freighter deficit when there are insufficient freighters to meet the "working freighters" required by (E1.35). The substitution of working freighters is ignored when an empire is operating at a freighter deficit. The lower of the designated or the required working freighters will be used.

**(E1.50)** Basic convoy value freighters do not get put into the military, supplementary defense, or strategic reserve. They are in a "working pool" and in constant motion.

## **(E2.0) STRATEGIC RESERVE (SR) AND SUPPLEMENTARY DEFENSE (SD)**

**(E2.10)** All units in the MM must be placed somewhere on the map. An empire has three choices: transfer them to the military, transfer them to supplementary defense (SD), or place them in strategic reserve (SR).

**(E2.20) Military:** Units may be directly transferred to the military. They must obey all the rules of military units (command rating, movement, etc.). They can be transferred back to the MM at any time. At any given time, up to 15% of the BPV of the MM's SR may be transferred to the military.

**(E2.30) Supplementary Defense:** These groups are composed of units that are frequently located at specific sites in order to bolster the defenses and many times used in mineral resource runs (E4.20). These units must follow command rating restrictions, but are otherwise able to defend the location where they are stationed. The MM may place one squadron of ships in the SD at any minor colony, open space BATS (or smaller base), or any unit en route (i.e., open space). Two squadrons may be placed at a major system or open space sector base (or larger base). Three squadrons may be at homeworlds. Units in the SD cannot exceed 15% of the BPV of the strategic reserve.

**(E2.35)** A convoy is unable to have units attached to it via SD. [That is what the convoy duty (B2.50) and support charts are for.]

**(E2.40)** Units that are placed in SD, that are part of the basic convoy group (E1.35), that are part of the trading pact pool ((C30.30), or that are transferred to military are not part of the “total” used when figuring the 7.5% in determination of the MM income (i.e., it is subtracted from the calculation).

**(E2.50) Strategic Reserve:** MM units may be placed in the strategic reserve (SR). Their function here is to act as the base mass for the formation of defended convoys [(E5.0) and (E6.0)]. The strategic reserves also are a storage place for specialty units.

**(E2.55)** Units in SR do not have to follow command rating restrictions or (D6.90). Any number may be placed at a location. An admiral may specify if they are to be at the actual system of a hex or some outlying terrain area in that hex. Only major systems and minor colonies have terrain. The terrain represents abstract features such as nebula, dust fields, or asteroid belts. Units in SR may also be placed at bases and even open space. Moving units in SR to different locations requires the units be transferred to SD (guarding themselves in open space), moved, then given the orders for the units (whether it be remaining in the SD or returning to SR).

**(E2.551)** Units involved in combat when in the SR are considered to be at “inactive status” (see A10.60).

**(E2.56)** When SR units are placed in abstract terrain, they effectively have a cloaking device for their sensor operations and enemy ships sensors.

**(E2.60)** It takes one turn to change a unit’s MM status whether it be from SR to SD, military to SR, etc. This occurs at the end of the turn, after strategic MV.

### **(E3.0) MERCHANT MARINE SPECIAL RULES**

**(E3.10) Record keeping:** Units in the military are listed per *SFB’s Master Rulebook* as reflected in the *SFB* Master Ship Chart. Units in the supplementary defense should be listed as squadrons in an “M” fleet of the empire (i.e., L04M for a Lyran SD squadron). Units in the strategic reserve should be listed as the example illustrates. Example: L7- SR, 10xF-L and 10xF-S. 5xF-L in terrain, 5xF-S in empty space.

**(E3.20)** The Merchant Marine is responsible for building the basic defenses listed in (B3.45). Only while the MM is building those defenses may they construct “planetary defense units” listed here: R1.0 bases and augmentation modules, small and medium ground bases, and fighters and gunboats, provided they have an appropriate base constructed on the system or an appropriate module constructed on its base. Once built, these units are completely separated from the MM and are considered “local defense.” The units are never in the strategic reserve, the supplementary defenses, or military (and as such, never enter into any BPV calculations for the MM’s income). The required basic defenses can be built over time, but the system will

be of no economic value until the needed facilities are completed by the Merchant Marine. The MM is limited to building only one orbital *military* base and the equivalent of one commercial orbital base. Commercial base equivalents (three MBs, for example) do not count as military bases.

(E3.25) The MM may build bases in open space at any time. They may build shipyards at any time.

#### (E4.0) MERCHANT MARINE SPECIALTY UNITS

(E4.10) Certain specialty units must be kept. Sometimes an empire only needs them in strategic reserves; sometimes, in supplementary defenses. Whenever a large or small unit is specifically listed, (E1.40) defines allowed substitutions.

(E4.20) Off-map areas being used for mineral resource runs must be supplied with a number of special units dependent upon the MRR percentage:

<b>MRR Percentage</b>	<b>Ships Required</b>
0 - 5.9%	F-OL, F-PS
6 - 10.9%	F-OL, F-PL
11 - 15.9%	F-OL, F-PL, CPP
16 - 20%	F-OL, F-PL, CPP, F-OP

An empire's failure to provide the correct units (perhaps as a result of raids or an unexpected delay in a ship's travel) results in the percentage of MRR being reduced to the starting point of the lower percentage bracket in the above chart each turn. Example: If an empire had an MRR producing at 12%, but lost its FOL, the MRR would fall back to 6%. If on the second turn the empire were still short the FOL, it would be making 0%. Ships being used for MRR are considered to be in the supplementary defense. This is the only case where SD can be used with military ships. The MM builds the CPP, not the military. An empire may not deliberately manipulate the percentage of its own MRR down to prevent a system from developing.

(E4.30) F-ELs and F-ESs may be transferred to the military for use in OMA exploration and development. One F-EL equals one half of a survey cruiser. Two F-ESs equal one F-EL. Because of the special nature of their mission, they are unable to supply themselves and separate supply ships will need to follow.

(E4.40) One F-TL and one F-TS are needed in the strategic reserve. If an empire does not have both of these, then its troop ships may not use (A10.40g) but are still restricted by (A10.41). In addition, any system under aversion in the empire suffers a 16% increase in the chance of revolution.

(E4.50) An empire must have one F-ML and one F-MS in the strategic reserve for every 50 hex spines of minefields or fraction thereof. [For the purposes of this requirement, a local minefield (C4.40) counts as one minefield and a saturated minefield (C4.45) counts as eight minefields.] Every loss of an F-ML or F-MS results in a minefield falling into disrepair (saturated minefields do not ever fall into disrepair). Six minefields will disappear each turn until the correct number of F-MLs/F-MSs are restored. If they are to be replaced, lost minefields will have to be built using the military budget. See (C4.80) for additional costs.

(E4.60) Each lettered fleet in an empire must have one F-RL (or two F-RSSs) in the strategic reserve. If there are not enough F-RLs, then for each lettered fleet that is missing an F-RL, that entire fleet may not use *SFB* (D9.4). The fleets missing the F-RL always start at the newest fleet (i.e., the one with the highest letter) and work back to A Fleet.

**(E4.70)** Each empire must have at least one AxCVA (or two AxCVLs) in the strategic reserve. If the empire does not, then fighter resupply (including resupply of heavy fighters, bombers, and heavy bombers) will not happen automatically.

**(E4.80)** Each empire must have at least one AxPFL (or two AxPFSs) in the strategic reserve. If the empire does not, then gunboat resupply will not happen automatically.

**(E4.85)** Each empire must have at least one tug in the strategic reserve. If the empire does not, then pod resupply will not happen automatically. Two light tactical transports (LTTs) may substitute for a tug. Smaller tug/tug-like units (theater transports, harbor tugs, etc.) may not be used to fulfill this requirement.

**(E4.90)** Each empire may have as many monitors (including light monitors) as it has major systems divided by two. Up to 1/3 of the monitors may be in transit at any given time. A monitor in transit will appear at the first system attacked in a turn. A monitor may be stationed anywhere. Monitors are simply listed on the status sheet and are *not* in the supplementary defense, military, or strategic reserves. An empire is not required to scrap or mothball extra monitors, but they cannot build monitors that would put them over this limit.

**(E4.100)** Any excess of the specialty units required to be in the strategic reserve may, of course, be placed into any kind of location.

**(E4.110)** An F-SS or F-SL functions in the following manner. Once in a combat scenario [and while it is not in reserve (A10.40a)], it may triple its attack factor. Once this is done, the ship is destroyed. When not employing this feature, the ship has only one-quarter of its listed AF.

**(E4.111)** The fleet repair dock (FRD) is considered a R1.0 unit (as is an FRX).

## **(E5.0) CONVOY DUTY STRATEGIC RESERVE ALLOCATION CHART**

Each defended convoy gets between one and four rolls on the “Additions to a Basic Convoy” chart. The number of rolls is determined by rolling a d6: rolling a “1,” “2,” or “3” is one roll; rolling a “4” is two rolls; rolling a “5” is three rolls; rolling a “6” is four rolls. These ships are typically the “heart of the convoy” and are usually hauling cargo; there is a chance that the tug may be armed and the police certainly will be.

### **Additions to a Basic Convoy (F-L, 2xF-S)**

Using a d6:

- 1 → Fleet Tug or Police Navy Flagship
- 2 → APT or FT
- 3 → F-OL or F-OP
- 4 → 2xF-S
- 5 → F-L
- 6 → F-L or 2xF-S

If the roll is for something that is not in the strategic reserve, then the roll provides no extra ship and is not re-rolled.



## (E6.0) SUPPORT UNIT STRATEGIC RESERVE ALLOCATION CHART

In addition to (E5.0), some of the following may get added to a defended convoy. These ships are usually the “defenders of the convoy” and are protecting it from raiders or mines, providing electronic warfare capabilities, or repairing damaged ships.

1d6 of getting one F-ML (or two F-MSSs) added to the convoy for every three F-MLs (or six F-MSSs) in the strategic reserve.

1d6 of getting one F-RL (or two F-RSSs) added to the convoy for every three F-RLs (or six F-RSSs) in the strategic reserve.

1d6 of getting one F-TL (or two F-TSSs) added to the convoy for every three F-TLs (or six F-TSSs) in the strategic reserve.

1d6 of getting one F-EL (or two F-ESs) added to the convoy for every three F-ELs (or six F-ESs) in the strategic reserve.

1d6 of getting one F-SL (or two F-SSs) added to the convoy for every three F-SLs (or six F-SSs) in the strategic reserve.

1d6 of getting one F-PL (or two F-PSs) added to the convoy for every three F-PLs (or six F-PSs) in the strategic reserve.

1d6 of getting two SC4 Pol [or one Pol variant or SC3 Pol (FLG, PV, D5I, etc.)] added to the convoy for every four SC4 Pols (or two Pol variants or SC3 Pols) in the strategic reserve.

1d6 of getting one LQ (or two SQs) added to the convoy for every two LQs (or four SQs) in the strategic reserve.

1d6 of getting one F-AL (or two F-ASs) added to the convoy for every two F-ALs (or four F-ASs) in the strategic reserve.

1d6 of getting one AxCVA (or two AxCVLs) added to the convoy for every three AxCVAs (or six AxCVLs) in the strategic reserve.

1d6 of getting one AxPFL (or two AxPFSs) added to the convoy for every four AxPFLs (or eight AxPFSs) in the strategic reserve.

1d6 of getting one AxSCS added to the convoy for every five AxSCSs in the strategic reserve.

As long as one ship of any of each listed type of ship is in the strategic reserve, a d6 is rolled and on a “1,” a ship is added to the convoy defense created in (E5.0). After that initial roll it takes having the next multiple to gain an additional d6 roll.

Whenever random luck indicates small versions showing up, only 50% of the time will both be available for duty.

Example: The Frax have four lettered fleets. They have three F-MLs, five F-RLs, two F-TLs, one F-EL, 12 F-SLs, one F-PL, six LQs, seven SQs, four F-ALs, one AxCVA, and one AxPFL in their strategic reserve. They have one roll for the F-MLs (there are exactly three of them), one roll for the F-RLs (there are three, but not six), a roll for the F-TLs, (there is at least one), four rolls for the F-SLs (for 3, 6, 9, 12), one roll for the F-PL, three rolls for LQs (one for 2, 4, 6), one roll for the SQs (they have four, but not eight), two rolls for the F-AL (they have two multiples of two), one roll for the AxCVA (they have one), and one roll for the AxPFL (they have one). They get “1” four times. One is for an F-ML, one is for an F-SL, one is for an SQ, and the final one is for the AxPFL. The roll is made for the SQs and only one is available. If the AxPFL is destroyed, the Frax face (E4.80) restrictions. If the Frax have more than 50 minefields, then they will face (E4.50) restrictions

**(E7.0) Randomizer I, II, III (RANDI, RANDII, RANDIII).** This tech adds a scrambler device on all regular F-Ls and F-Ss. It reduces the chance of a convoy being detected by one for each level of Randomizer. It costs 2 EPs per level per F-L (or larger) and 1 EP per level per F-S to implement. The lowest

level of Randomizer installed on any freighter hulls determines the effectiveness of Randomizer (i.e., if some freighters have RANDI, and some have RANDII, then all are considered to have RANDI for search rolls.)

An empire must gain each level sequentially. All freighters can be updated to the current RAND level in one turn if funds are available. Adding or upgrading RAND does not require any refits. The military may fund the upgrade without a surcharge. This tech is only available after a successful R & D program.

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## **(Z0.0) STARTING CONDITIONS**

### **(Z1.0) HOW TO PURCHASE YOUR NAVY**

This is an example of how to specify starting forces. GMs should feel to adapt them for their campaign in general, as well as making additional changes for specific empires. These rules are used at the startup of new games or campaigns. R & D choices should be submitted prior to purchasing your navy; R & D for early ships is not allowed.

**(Z1.10)** The GM will provide you a base XXXXEP to spend. All items bought must use their EPV. You get no cost saving, no 20% for SC4, no SY Specialization, no CW discounts, nothing. All prices are as listed in the current *SFB Module G*. The year in service (YIS) date will be strictly observed for ships, fighters, bombers, and gunboats; no prototypes are allowed.

**(Z1.20)** You must submit an totaled purchase sheet showing each unit bought and its cost.

**(Z1.30)** You may only purchase one variant of any class. For example, you may only purchase a B10A, B10S, and a B10V. You *cannot* purchase 3xB10S.

**(Z1.40)** You may have, at maximum, the following hull types (regardless of Z1.30):

- a. 4xBB/BBH hulls
- b. 7xDN/DNH/DNL/DNW hulls
- c. 10xBCN hulls
- d. 6xSC3X, 12xSC4X hulls

**(Z1.50)** At least 50% of the hulls in your navy must be SC4. In this case, all fractions round down. Example: 70 SC4 hulls out of 141 equals 49.6%. That does not meet the 50% rule requirements.

**(Z1.60)** At least 25% of your SC3 hulls must be a standard type. In this case, all fractions round down. Example: 16 of 65 SC3 hulls (24.6%) are normal. This does not meet the 25% rule requirements.

**(Z1.70)** True PF tenders and carriers (including space control ships and stellar domination ships) get standard *SFB* fighters and gunboats for free as outlined in the *SFB* rules.

**(Z1.80)** You *must* purchase *SFB* escorts for units that need them. These escorts are specified in the *SFB* modules in which the shops appear. Only if the choice is “none” and no alternatives are specified (such as the Romulan SuperHawk command cruiser) are escorts not needed. “Whatever was available” requires the normal escorts for a ship that size in that empire. These escorts do NOT count against (Z1.30) but DO count against (Z1.60). Example: A player purchases a B10AVK(24xZD), AD5, 3xAF5 group. The B10AVK counts against one of the variants for (Z1.30). The 24xZD are free (Z1.70). The AD5, 3xAF5 do not count against (Z1.30) but do count as variants for SC4 hull count (Z1.50) and a variant for (Z1.60).

**(Z1.90)** Tugs: You can purchase as many cargo-pod-carrying tugs as you wish, but they must be fleet tugs, not LTTs. You may purchase exactly one of each other kind of true tug/pod combo. Tugs do *not* count against (Z1.30), nor do they count in any way for (Z1.50) or (Z1.60).

**(Z1.100)** You may *not* purchase ship types from other empires (This applies even to the Romulans and WYNs).

**(Z1.150)** WYN and Romulans must purchase at least 25% of their ships from AUX class (WYN) or OLD class (Romulan).

**(Z1.200)** The GM will dictate what percent of your navy must be poor, by hull count (count SC2 units as 1.5, SC3 units as 1, and SC4 units as 0.5). You may *not* purchase green crew. Example: You have 5xSC2, 6xSC3, 15xSC4 (21 points of ships, 26 ships); the points of ships are multiplied by the percentage to determine the poor hull count. If the percentage were 10%, then at least 2.1 points of the hulls must be poor. That could be done with 5xSC4, or any amount of points totaling 2.5 (or more).

**(Z1.300)** [Rule number unused.]

**(Z1.400)** Gunboats: You may purchase extra PFs if their year in service allows it; these will be placed in stock if they cannot be carried on ships. You may *not* purchase Interceptors.

**(Z1.500)** Fighters: You may purchase extra fighters and bombers if their year in service allows it; these will be placed in stock if they cannot be carried on ships. You may purchase MRSS and MSSs.

**(Z1.600)** Nothing you purchase for your navy can be transferred to the MM; nothing you build for the MM can be transferred to the navy.

**(Z1.700)** The year is XXXX (as set by the GM), and only units that have a year in service in that year or earlier may be purchased. Rule (Z1.10) will be strictly observed as will the R & D restriction for early ships.

**(Z1.800)** You may not purchase any special crew or officers. Your legendary admiral will be free, of course.

## **(Z2.0) MERCHANT MARINE NAVY**

**(Z2.10)** You get, for free, the minimum number of working freighters, evenly split between F-L/2xF-S, to keep your empire running, with one exception. If you have four or more open space bases, then supporting freighters are free for the first three open space bases only. The fourth and additional bases' supporting freighters must be paid for from your (Z2.20) funds.

**(Z2.20)** You will have a base XXXXEPV to spend on MM as dictated by the GM.

**(Z2.30)** You may purchase up to any four F-OL variants, five F-L variants, and 10 F-S variants. If any variants have PFs or fighters, they must be purchased also. Q-ships are *not* considered a variant for this rule. Do not count F-MLs or F-MSs in your variants; they will be “uncounted” variants (you still must purchase them) and you may have a number equal to the needs of the empire. (Note that the MM navy needs some variants to support the regular navy and you should take care to provide all those that the E section requires in order to avoid naval shortages and the like.)

**(Z2.40)** You may purchase one MM tug with cargo pods.

**(Z2.50)** You may purchase one FRD, up to 10 FT, and XXXEP points of POL ships.

**(Z2.60)** Do *not* purchase monitors; they will be assigned later.

## APPENDICES

### APPENDIX 1: STATISTICAL COMBAT

#### 1/A. General Units (AF / DF)

<b>APS</b>	<b>(1 / 2)</b>	<b>FRX</b>	<b>(18 / 38)</b>
<b>APT</b>	<b>(1 / 2)</b>	<b>F-S</b>	<b>(1 / 2)</b>
<b>APX</b>	<b>(2 / 3)</b>	<b>F-SF</b>	<b>(1 / 4)</b>
<b>AxCVA</b>	<b>(5 / 7)</b>	<b>F-SL</b>	<b>(14 / 12*)</b>
<b>AxCVL</b>	<b>(3 / 5)</b>	<b>F-SS</b>	<b>(7 / 5*)</b>
<b>AxPFL</b>	<b>(4 / 7)</b>	<b>FT</b>	<b>(1 / 2)</b>
<b>AxPFS</b>	<b>(2 / 5)</b>	<b>F-TH</b>	<b>(2 / 6)</b>
<b>AxSCS</b>	<b>(4 / 7)</b>	<b>FTK</b>	<b>(1 / 2)</b>
<b>CDK</b>	<b>(0 / 25)</b>	<b>F-TL</b>	<b>(2 / 4)</b>
<b>CUT</b>	<b>(2 / 2)</b>	<b>FTP</b>	<b>(1 / 2)</b>
<b>EPT</b>	<b>(1 / 2)</b>	<b>FTR</b>	<b>(1 / 2)</b>
<b>F-AL</b>	<b>(5 / 5)</b>	<b>F-TS</b>	<b>(1 / 3)</b>
<b>F-AS</b>	<b>(3 / 3)</b>	<b>FTT</b>	<b>(1 / 2)</b>
<b>FDX</b>	<b>(1 / 2)</b>	<b>FTX</b>	<b>(3 / 4)</b>
<b>F-EL</b>	<b>(1 / 4)</b>	<b>FTZ</b>	<b>(1 / 2)</b>
<b>F-ES</b>	<b>(1 / 3)</b>	<b>FXX</b>	<b>(2 / 3)</b>
<b>FEV</b>	<b>(1 / 2)</b>	<b>HAC</b>	<b>(9 / 10)</b>
<b>F-HL</b>	<b>(1 / 4)</b>	<b>HAP</b>	<b>(7 / 10)</b>
<b>F-HS</b>	<b>(1 / 3)</b>	<b>HAV</b>	<b>(8 / 10)</b>
<b>F-L</b>	<b>(1 / 3)</b>	<b>HSC</b>	<b>(7 / 10)</b>
<b>F-LL</b>	<b>(1 / 4)</b>	<b>HTG</b>	<b>(1 / 2)</b>
<b>F-LS</b>	<b>(1 / 3)</b>	<b>LAC</b>	<b>(7 / 7)</b>
<b>F-ML</b>	<b>(1 / 4)</b>	<b>LAH</b>	<b>(5 / 7)</b>
<b>F-MS</b>	<b>(1 / 3)</b>	<b>LAS</b>	<b>(5 / 7)</b>
<b>F-OL</b>	<b>(2 / 6)</b>	<b>PT</b>	<b>(2 / 3)</b>
<b>F-OP</b>	<b>(2 / 6)</b>	<b>SAC</b>	<b>(4 / 5)</b>
<b>F-PL</b>	<b>(2 / 4)</b>	<b>SAH</b>	<b>(3 / 5)</b>
<b>F-PS</b>	<b>(1 / 3)</b>	<b>SAS</b>	<b>(2 / 3)</b>
<b>FRD</b>	<b>(7 / 25)</b>	<b>STG</b>	<b>(1 / 3)</b>
<b>F-RL</b>	<b>(2 / 4)</b>	<b>TSS</b>	<b>(1 / 2)</b>
<b>F-RS</b>	<b>(1 / 3)</b>		

\* F-SL and F-SS use (E4.110) as a special attack rule. Once in a combat scenario [and while it is not in reserve (A10.40a)], it may triple its attack factor. Once this is done, the ship is destroyed. When not employing this feature, the ship has only one-quarter of its listed AF.

## **1/B. Small and Medium Ground Bases**

For all small and medium ground bases, use the following procedures:

Small/medium ground bases may combine into groups of six.

Small and medium ground bases do not use the modifications in the basic formula below; they only use the .143 multiplier.

Once the DF is determined, it is then multiplied by 4. Example: 6xGBDP would be 12 AF/ 48 DF.

Bases can never be put into reserve.

Bases do NOT count as a “unit” for purposes of determining the percentage of a battle group that can go into reserve.

All non-offensive ground bases (those without primary weapons such as fighter bases, science bases, etc.) have their AF reduced 75%.

### **1/C. Bases (AF / DF)**

Some bases have assigned attack factors and defense factors. These include shipyards and commercial bases.

#### *Shipyards*

<b>DWSY</b>	<b>(1 / 20)</b>
<b>CWSY</b>	<b>(3 / 28)</b>
<b>SC4SY</b>	<b>(3 / 25)</b>
<b>SC3SY</b>	<b>(4 / 35)</b>
<b>SC2SY</b>	<b>(5 / 40)</b>
<b>BSSY</b>	<b>(4 / 22)</b>

#### *Commercial Bases*

<b>CPP</b>	<b>(5 / 3)</b>
<b>CPL</b>	<b>(5 / 3)</b>
<b>CB</b>	<b>(4 / 14)</b>
<b>TCB</b>	<b>(11 / 50)</b>
<b>QCB</b>	<b>(15 / 64)</b>

## 1/D. Basic Formula for AF / DF

To calculate most ships' AF and DF, there is a mathematical formula.

- Multiply the unit's BPV(not EPV) by 0.143.
- Apply the following modifiers:

### *Bases*

<b>BS/BATS*</b>	<b>+15 DF</b>	<b>SF</b>	<b>+30 DF</b>
<b>STB</b>	<b>+20 DF</b>	<b>SP</b>	<b>+40 DF</b>
<b>SB</b>	<b>+25 DF</b>		

\* This does not include BSSY (1/C).

X-bases add any bonuses of their base class (i.e., an SBX has the same +25 DF that an SB does) and they add X-bases bonuses below.

### *Classes and Sizes of Ships*

<b>Heavy BB Class</b>	<b>+8 AF / +16 DF</b>	<b>Tug Class</b>	<b>+5 DF</b>
<b>BB/BBL Class</b>	<b>+6 AF / +12 DF</b>	<b>CW/CWH/DW Class</b>	<b>-2 DF</b>
<b>DN Class</b>	<b>+7 DF</b>	<b>DD Class</b>	<b>+1 AF</b>
<b>DNL/MedDN Class</b>	<b>+5 DF</b>	<b>SC4 Unit</b>	<b>-2 DF</b>
<b>WarDN Class</b>	<b>-3 DF</b>	<b>MAB</b>	<b>-33% AF</b>
<b>BCH Class</b>	<b>+4 AF</b>		
<b>Fast Class (Fast BB, DNL, BCF, etc.)</b>	<b>-25% AF</b>		
<b>1<sup>st</sup> Generation Warp/Non-Tactical Warp</b>	<b>-1 DF</b>		
<b>Foreign Hulls</b>	<b>-25% AF, -25% DF</b>		

### *X-Ships and X-Bases*

<b>SC1X</b>	<b>+10 AF / +6 DF</b>	<b>SC3X Light</b>	<b>+5 AF / +2 DF</b>
<b>SC2X</b>	<b>+8 AF / +4 DF</b>	<b>CWX Class</b>	<b>+4 AF / +1 DF</b>
<b>SC3X</b>	<b>+6 AF / +3 DF</b>	<b>SC4X</b>	<b>+4 AF / +1 DF</b>

### *Attrition Units*

<b>Fighters/Bombers</b>	<b>DF = 1/2 AF</b>	<b>Gunboats</b>	<b>DF = 2/3 AF</b>
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All modifiers are additive.

### Examples:

A Romulan SnA (1<sup>st</sup> Generation Warp, SC4; BPV 65) would be 9/6.

A Federation CF (Fast Class; BPV 161) would be 17/23.

A Lyran DWX (DW, DD, SC4, SC4X; BPV 135) would be 24/16.

A Romulan KR (Foreign Hull; BPV 115) would be 12/12.

### Note:

No unit can ever have its DF reduced lower than 2.

## APPENDIX 2: SEARCH CHARTS

### 2/A. Convoy Raiding

The base chance for finding a convoy is a “1” on a d6 for each movement point spent searching a given hex. The movement point spent entering a hex can be used as a movement point for convoy searches. Using a d6, if the roll is less than or equal to the number, then the raiders have a success in locating a convoy. The base chance is modified as follows:

- +2 if a legendary navigator is in the searching squadron
- +1 if a legendary science officer is in the searching squadron
- +1 if there are five or more ships in the searching squadron
- +1 if the searching squadron has special sensors
- +1 if the searching squadron has ESS
- +1 if the searching squadron is an elite 1X or 2X squadron
- +1 if the searching squadron is searching a major system hex
- 1 if the searching squadron is searching a minor colony hex
- 2 if the searching squadron is searching an open base space hex
- 1 if the searching squadron is searching in a radiation zone hex
- +1 if at least 1/2 of the searching squadron’s BPV has “o” crew
- 1 if at least 1/2 of the searching squadron’s BPV has “p” or “g” crew
- 1 for each level of Randomizer technology the convoy has

All modifiers are cumulative. Only one hex may be searched by a given squadron in any one segment.

## **2/B. Cloaked Ship Detection**

The base chance for finding a cloaked ship is a “1” on a d6 for each movement point spent searching a given hex. The movement point spent entering a hex cannot be used as a movement point for cloaked ship searches. Using a d6, if the roll is less than or equal to the number, then the searchers have a success in locating the cloaked ship. The base chance is modified as follows:

- +2 if a legendary navigator is in the searching squadron
- +1 if a legendary science officer is in the searching squadron
- +1 if there are five or more ships in the searching squadron
- 1 if the searching squadron does not have special sensors
- +1 if the searching squadron has ESS
- +1 if the searching squadron is an elite 1X or 2X squadron searching for a non-X-tech squadron
- +1 if at least 1/2 of the searching squadron’s BPV has “o” crew
- 1 if at least 1/2 of the searching squadron’s BPV has “p” or “g” crew
- +1 for every four ships in the cloaked squadron that are under cloak
- 1 if two or fewer ships in the cloaked squadron are under cloak
- 2 if the cloaked ships are Orion ships
- 4 if the cloaked squadron is moving at a strategic speed of 0
- 3 if the cloaked squadron is moving at a strategic speed of 1
- 2 if the cloaked squadron is moving at a strategic speed of 2
- 1 if the cloaked squadron is moving at a strategic speed of 3
- +1 if the cloaked squadron is moving at a strategic speed of 4-6
- +2 if the cloaked squadron is moving at a strategic speed of greater than 6

All modifiers are cumulative. Only one hex may be searched by a given squadron in any one segment.

## **2/C. Hidden Base Searching**

The base chance for finding a hidden base is a “1” on a d6 for each movement point spent searching a given hex. The movement point spent entering a hex can be used as a movement point for base searches. Using a d6, if the roll is less than or equal to the number, then the searchers have a success in locating a single hidden base. A squadron must have a SC class ship (or any ship with special sensors) to hunt for hidden bases. The base chance is modified as follows:

- +2 if a legendary navigator is in the searching squadron
- +1 if a legendary science officer is in the searching squadron
- +1 if there are five or more ships in the searching squadron
- 2 if the best sensor unit in the searching squadron is *not* an SR or SC class
- 2 if the base is SC3 or smaller
- +1 if the searching squadron has ESS
- +1 if the searching squadron is an elite 1X or 2X squadron searching for a non-X-tech base
- 1 if 1<sup>st</sup> generation warp ships make up 1/2 of the searching squadron
- 1 if the searching squadron is searching in a radiation zone hex
- +1 if at least 1/2 of the searching squadron’s BPV has “o” crew
- 1 if at least 1/2 of the searching squadron’s BPV has “p” or “g” crew
- 3 if searching for an Orion and Andro base
- 1 if the base is on silent running
- +1 if the base activates its fire control
- +3 if the base is a SB
- +1 if the base is a BATS/BS

All modifiers are cumulative. Only one hex may be searched by a given squadron in any one segment.

## APPENDIX 3: GLOSSARIES, INDEXES, AND REFERENCE CHARTS

### 3/A. Glossary of Acronyms

<i>Acronym</i>	<i>Definition</i>	<i>Where Defined</i>
ACD	Advanced Convoy Defense	B2.65
ADB	Amarillo Design Bureau, Inc.	---
AF	Attack Factor	---
ALT	Alert Levels Tech	C40.0
AM	Assembling Movement	D2.20, D2.34
AST	Advanced Stealth Training	C20.200
AW(M)	Advanced War (Mobility)	B12.80
BEV	Basic Economic Value	B11.0
BI	Battle Intensity	A3.10
BM	Bypass Movement	D2.20, D2.33
BN	Bottleneck Movement	D2.20, D2.32
BSSY	Base Station Shipyard	B8.90, B8.95
CAN	Command Ability Number <i>see</i> Command Rating	
CB	Commercial Base	B4.0
CD	Convoy Defense	B2.50, E2.50
CDK	Construction Dry Dock	B8.96
CEFO	Carrier Enhanced Flag Operations	D6.27
Command Rating	Command Rating	B12.110, B12.115, C20.20, C20.70
Command Rating-3	Command Rating Minus Three	B12.110
Command Rating-5	Command Rating Minus Five	B12.115
CP	Cloaked Presence	C6.20
CU	Crew Units	B11.70, B12.90
CWSY	War Cruiser Shipyard	B8.20
DA	Disengagement by Acceleration	---
DB	Drone Bombardment	A10.40f
DF	Defense Factor	---
DI	Disengagement Intensity	A3.20
DTM	Double Time Movement	D4.0
DWSY	War Destroyer Shipyard	B8.20
EE	Economic Exhaustion	B12.0
EEM	Efficient Economic Mining	B3.100
EEP	Economic Exhaustion Plateau	B12.40
EFO	Enhanced Flag Operations	D6.25
EP	Economic Points	B1.40
EPV	Economic Point Value	B11.80
ESS	Enhanced Special Sensors	C5.60
EW	Electronic Warfare	A10.40b

<i>Acronym</i>	<i>Definition</i>	<i>Where Defined</i>
<i>F&amp;E</i>	<i>Federation &amp; Empire</i>	---
FBGB	Fusion Bomb Ground Base	A13.0
FE	Forced Engagement	D2.20, D2.31
FF	Fleet Formation	D7.0
FLY	Positron Flywheel	D2.50
FR	Forced Retreat	A3.20 (sort of)
FRD	Fleet Repair Dock	B8.96, E4.111
FRX	Advanced Technology Fleet Repair Dock	B8.96, E4.111
FT	Free Trader	C30.0
FTR	Fighter	A4.15, C20.0
FTW	Feed the Workers	B12.85
FW	Full War (Mobility)	B12.40
GBC	Galactic Banking Corporation	B10.0
<i>GC</i>	<i>Galactic Conquest</i>	---
GHQ	Galactic Headquarters	---
GM	Gamemaster	---
HDW	Heavy War Destroyer	B8.45
HPM	High Powered Movement	D3.0
HS	Hospital Ships	C60.0
IA	Improved Aegis	A14.0
IC	Improved Colonies	B1.55
ICR	Improved Conversion Rates	B11.55, B11.56, B11.57, B11.58, B11.59
IM	Improved Mauler	C16.5
INT	Interceptors	A4.20, C20.0
IOBD	Integrated Orbital Base Defense	B11.71
LA	Legendary Admiral	A1.10, A12, B14.50, C40.30
LB	Legendary Base Commander	A12
LC	Legendary Captain	A12
LcMX	Local Minefields	C4.40
LD	Legendary Doctor	A12
LGFO	Legendary Ground Force Officer	A12
LL	Legendary Logistics Officer	A12
LMM	Legendary Marine Major	A12
LN	Legendary Navigator	A12
LO	Legendary Operations Officer	A12
LOS	Legendary Officers' School	C9.80
LP	Legendary Professor	A12
LSO	Legendary Science Officer	A12
LW	Limited War (Mobility)	B12.70
LWO	Legendary Weapons Officer	A12

<i>Acronym</i>	<i>Definition</i>	<i>Where Defined</i>
MAB	Mauler-Armed Base	C16.70
MC	Morale Check	B14.36
MCN	Merger Compatibility Number	B14.20
MM	Merchant Marine	E1.0
MMP	Mass Mine Production	C4.55
MRR	Mineral Resource Run	B3.0
MSB	Mauler-Armed Starbase	C16.70
MV	Movement	D1.0
MX	Strategic Minefield	C4.0
MXS	Sensor Mines	C4.80
NVC	Non-Violent Combat	A10.40i
OCU	Outstanding Crew Unit	A4.10, B13.40, C9.50
OMA	Off-Map Area	B3.0
PCU	Poor Crew Unit	A4.10, B9.70, B12, B14.90, C2, C9, C12, C16, C50.37, D2.35, E2.551
PDO	Prototype Development Office	B11.86
PF	Fast Patrol Ship	A4.20, C20.0
PPT	Preferred Partner Tech	C17.75
PROP	Propaganda Division	C14.60
PT	Peace Time (Mobility)	B1.50, B12.70
QCB	Improved Commercial Base	B4.20
RAND	Randomizer Tech	E7.0
RB	Restoration (Mobility)	B12.70, B13.0
REFO	Really Enhanced Flag Operations	D6.26
RX	Reactionary Movement	D2.0
RZ	Radiation Zone	A300.0
SA	Super Avionics	C5.80
SB	Starbase	B8.40, B8.42
SC2SY	Size Class 2 Shipyard	B8.20
SC3SY	Size Class 3 Shipyard	B8.20
SC4SY	Size Class 4 Shipyard	B8.20
SD	Supplementary Defense	E2.0
SF	Star Fortress	B11.75
<i>SFB</i>	<i>Star Fleet Battles</i>	---
SFG	Stasis Field Generator	A10.40d
SMX	Saturated Minefields	C4.45
SP	Star Palace	B11.77

<i>Acronym</i>	<i>Definition</i>	<i>Where Defined</i>
SQ	Squadron	A1.15, A6.0
SR	Strategic Reserve	E2.0
SRV	Strategic Repair Value	C2.0
SS	Strategic Stopping	D2.36
SSJ	Strategic Sensor Jamming	C15.30
SY	Shipyard	B8.0, C2.20
TCB	Triple Commercial Base	B4.0
TP	Trading Pact	C30.0
TR	Trade Route Hex	B1
TSJ	Tactical Sensor Jamming	C15.10
TSS	Troop Ship Support	C50.0
TWM	Trans-Warp Movement	D5.0
WS	Warp Sling	D2.40
ZOC	Zone of Control	D2.20

## **3/B. Galactic Conquest Quick Guide**

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B11.40	Construction Orders
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D1.60	Writing Movement Orders

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D2.32	Bottleneck Movement (BN)
D2.33	Bypass Movement (BM)
D2.34	Assembling Movement (AM)
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D6.10	Number of Ships in a Squadron
D6.100	Formation of New Squadrons

### *Combat*

A1.15	Option to Have Combat
A10.0	Combat
A10.10	How to Resolve Combat

### *Galactic Conquest Specific Refit/Ship Status Notations*

Automated Shipyards	“A” postfix
Compact Shipyards	“c” prefix
Computer Operated Ships	“co” postfix
Crew Quality	“p” (poor), “g” (green), “u” (trained but not outstanding), “o” outstanding
ESS	“+” prefix
Improved Mauler	“+” prefix
Mauler-Armed Base	“M” prefix
Shocked	(shock) postfix
Special Sensor Count	# subscripted postfix (where the # is the number of special sensors)
IOBD	“^” prefix

### *Rules that Change Due to Minor/Major Empire Status*

EE Recovery	B12.65
MM Income	E1.151
RB Effects	B13
Trading Pacts	C30
Victory Points	A11.20

### *Rules that Change Due to System Counts*

EE Recovery	B12.65
PCU	B12.90

Prime Teams	C14.50
Trade Pacts	C30.0
Victory Points	A11.20
X-Ship Conversions	C19.10

*Conversion Capabilities, Limits, etc.*

1 <sup>st</sup> Generation Warp	C18.20
BSSY Conversions	B8.91
Computer-Operated ship	C9.10
Conversion Cost	B11.50; B8.91
Conversion Locations	B11.50
Conversion Time	B11.50; B8.91
Converting (Conversion Slot) Bases	B11.75; B11.77
Converting Enemy Ships	C2.40
Converting (Upgrading) Bases	B11.70; B4.20
Death Rider	C20.520
Drone Bombardment Ships, Tugs, Pods	B11.851
Improved Conversion Rates	B11.55; B11.56; B11.57; B11.58; B11.59
Mauler-Armed Base	C16.70
Mauler, Improved	C16.50
Merchant Marine	E1.20
Merchant Marine Construction	B8.42
QCB	B4.20
Special Crewed Units, Converting	C9.65

*Things that Take Conversions:*

X-Base Conversions	C19.20
X-Ship Conversions	C19.10

*Specified Conversion Limits*

Enemy Ships	C2.40
Merchant Marine	E1.20
X-Ships	C19.10

*Refits*

Empire-Specific Refits	Empire starting sheet
Enhanced Sensors	C5.60
Special Crew	C9.65

*Activity Durations*

Build Attrition Units	1 turn
Build Bases	B11.60
Build Ship SC3 and Larger	2 turns
Build Ship SC4 and Smaller	1 turn
Conversion	1 segment
Refits	varies, typically 1 segment for ships, 1 turn for bases
Survey	12 segments
Upgrade Bases	1 turn per step

### **3/C. Things You Can Buy with Your Hard-Earned Money**

<i>Activity</i>	<i>Rule</i>
Base Construction	B11.60
Base Upgrades	B11.70
Build Attrition Units	C20.0
Build Battleships	B11.83
Build Civilian Units	E1.20
Build Shipyards	B8.20
Conduct Espionage Activities	C14.0
Conduct Propaganda Activities	C14.30
Economic Aid	B10.50
Expeditionary Forces	B10.56
Extend or Add Trade Routes	B1.20
Fund Legendary Officers' Schools	C9.80
Fund Spy Training	C14.40
Galactic Bank Corporation	B10.0
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Maintain Your Expeditionary Fleets	C22.0
Minefield Construction	C4.50
Mothballing of Ships	B9.40
Move Ships by Using Hyperwarp	C21.50
Recovery and Decimation	C7.32
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Savings	B10.30
Ship Construction	B11.80
Ship Conversions	B11.50
Train Outstanding Crew	C9.50
Upgrade Shipyards	B8.70

### **3/D. R & D Project List**

<i>Technology Name</i>	<i>Rule</i>
Accelerated MRR	B3.90
Advanced Convoy Defense (ACD)	B2.65
Advanced MRR	B3.80
Advanced Stealth Training (AST)	C20.200
Advanced War (Mobility) (AWM)	B12.80
Alert Levels Tech (ALT)	C40.0
Automated Shipyards	B8.83
Carrier Enhanced Flag Operations (CEFO)	D6.27
Command Rating-5	B12.115
Compact Shipyards	B8.86
CV Strike	C20.600
Death Rider	C20.500
Decoy Sensors	C5.100
Double Time Movement (DTM)	D4.0
Efficient Economic Mining (EEM)	B3.100
Enhanced Flag Operations (EFO)	D6.25
Enhanced Special Sensors (ESS)	C5.60
Feed the Workers (FTW)	B12.85
Fleet Formation (FF)	D7.0
Fusion Bomb Tech (FBGB/FBIV)	A13.0
Ground Shield Generators (GSG)	B11.79
High Powered Movement (HPM)	D3.0
Hospital Ships (HS)	C60.0
Improved Colonies (IC)	B1.55
Improved Commercial Bases (QCB)	B4.20
Improved Conversion Rates (ICR)	B11.55-B11.59
Improved Mauler (IM)	C16.5
Integrated Aegis (IA)	A14.0
Integrated Orbital Base Defense (IOBD)	B11.71
Legendary Officers' School (LOS)	C9.80
Mass Mine Production (MMP)	C4.55
Mauler-Armed Bases (MAB)	C16.70
Mega Fighters (MegaFTR)	C20.100
Positron Flywheel (FLY)	D2.50
Preferred Partner Tech (PPT)	C17.75

<i>Technology Name</i>	<i>Rule</i>
Prime Teams (PrT)	C14.50
Propaganda Division (PROP)	C14.60
Prototype Development Office (PDO)	B11.86
Randomizer Tech (RAND)	E7.0
Really Enhanced Flag Operations (REFO)	D6.26
Saturated Minefields (SMX)	C4.45
Sensor Mines (MXS)	C4.80
Shipyard Specialization (SY SPEC)	B8.80
Spy School	C14.40
Star Fortress (SF)	B11.75
Star Palace (SP)	B11.77
Super Avionics (SA)	C5.80
Super Repair Tech	C1.30
Top Gun	C20.300
Trading Pact Raiding (TP Raiding)	B2.70
Trans-Warp Movement (TWM)	D5.0
Troop Ship Support (TSS)	C50.10
Warp Sling (WS)	D2.40

### **3/E. RX MV Chart**

*You Use and You Use = Result*

WS WS = Only one WS functions

WS AM = WS must happen before any AM

WS FR/FE = FR/FE mods applied for WS attack

WS BN = Only the WS functions

WS FLY = In a single battle, first the WS, then the FLY

WS SS = May be used in conjunction with each other

WS BM = May not be used in the same segment

*You Use and Your Opponent Uses = Result*

WS WS = Both WS nullified

WS AM = AM may occur before WS

WS FR/FE = FR/FE mods applied for attack

WS BN = BN is applied, then the WS

WS FLY = WS and FLY nullified

WS SS = No synergistic effect

WS BM = WS nullified

*You Use and You Use = Result*

FLY WS = In a single battle, first the WS, then the FLY

FLY AM = FLY must happen before any AM

FLY FR/FE = FR/FE mods applied for FLY attack

FLY BN = Only the FLY functions

FLY FLY = Only one FLY functions

FLY SS = May be used in conjunction with each other

FLY BM = May not be used in the same segment

*You Use and Your Opponent Uses = Result*

FLY WS = WS and FLY nullified

FLY AM = AM may occur before FLY

FLY FR/FE = FR/FE mods applied for attack

FLY BN = BN is applied, then the FLY

FLY FLY = Both FLY nullified

FLY SS = No synergistic effect

FLY BM = FLY nullified

### **3/F. Chart Appendix**

#### **(A10.20) Statistical Damage Chart**

<b>Attacker BI</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>Mods to Def. Factor</b>
Suicidal	32%	30%	27%	25%	20%	18%	-20%
Charge	30%	27%	25%	20%	18%	15%	-15%
Pressed	27%	25%	20%	18%	15%	15%	-5%
Typical	25%	20%	20%	18%	15%	15%	0
Nominal	20%	18%	18%	15%	12%	10%	+5%
Regroup	15%	15%	12%	10%	10%	7%	+15%
Evasion	15%	12%	10%	10%	7%	5%	+20%

**(A10.25) Five Ship Benefit:** When calculating the basic attack factor, add the square root of the total if at least five attacking ships are present in the battle. This benefit is never lost as long as the combat continues.

## **(A11.0) STRATEGIC VICTORY CONDITIONS**

**(A11.10)** While Galactic Conquest is a long-term game, current victory conditions will be continually determined. The basic formula is as follows:

$$\frac{\text{current # of systems} - \# \text{ of systems at the start}}{\# \text{ of systems at the start}}$$

Multiply by 100. If the empire is currently suffering from EE then multiply by .90 (or subtract 10% from the empire's score).

**(A11.20)** When counting systems, minor colonies count as  $\frac{1}{2}$  of a major system, rubbed majors count as  $\frac{1}{4}$  of a major, and decimated majors count as  $\frac{1}{2}$  of a major.

**(D1.40)** *Galactic Conquest* uses a segmented system for strategic movement. Each turn is divided into 12 segments. Each segment represents two weeks.

#### SEGMENT MOVEMENT CHART

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

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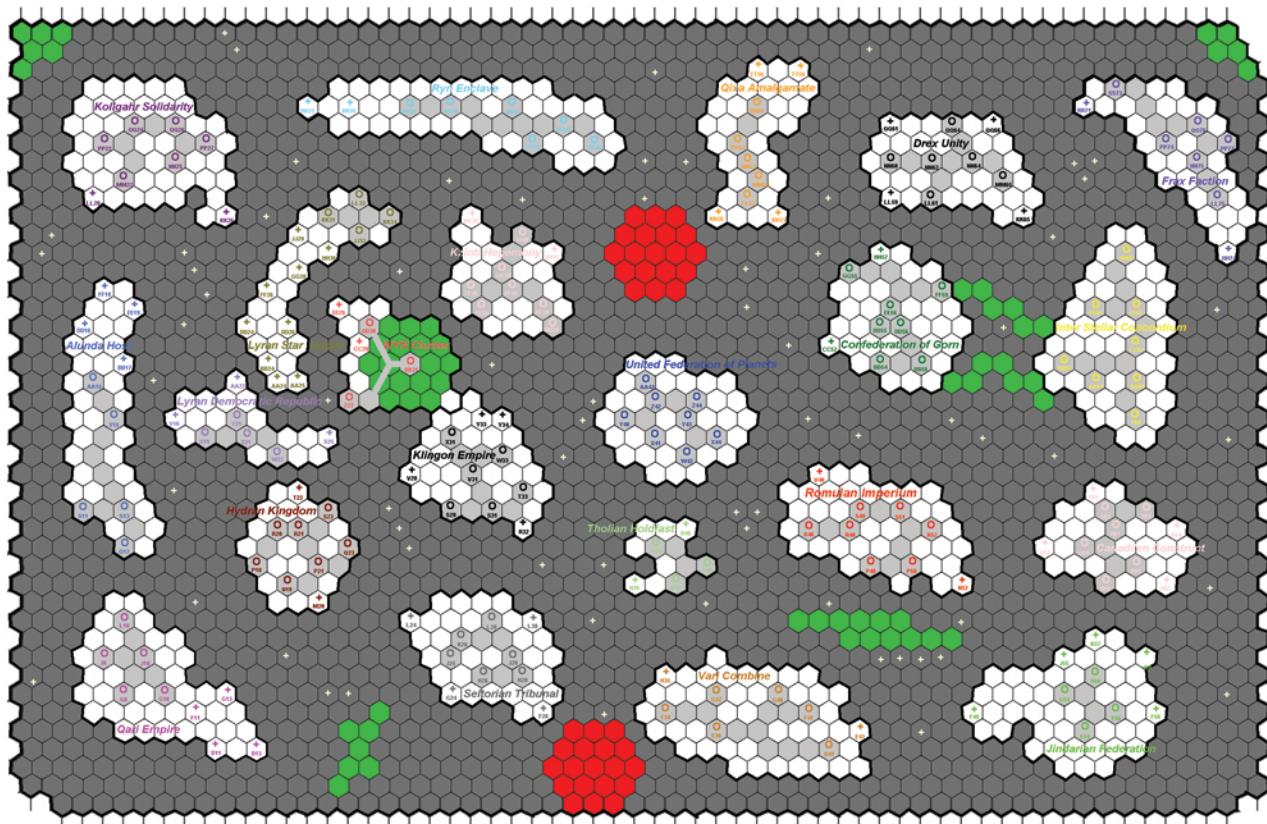
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