

(S8.0) PATROL SCENARIOS CONDITIONS AND RESTRICTIONS

The majority of scenarios played by experienced SFB players are "patrol" scenarios, where one takes a given number of points and buys an appropriate fleet or squadron to use. Sometimes the players will bid (S3.4) for a certain position and buy their force with the points they bid. Patrol scenarios come under a variety of restrictions and conditions, many of which are expressed (some clearly, others more subjectively) in various rules.

Patrol scenarios are also known as BPV battles, Buy Your Fleet battles, and Pick Up Games.

The rules below are a partial compilation of the various rules found elsewhere and some additional restrictions and conditions. Players can, of course, modify or ignore any of these rules by mutual consent, but may find that play balance suffers.

A common feature of "patrol scenarios" is that they have no future and no past. There is no previous battle to affect what ships are available and what condition they are in; there is no future battle to preserve ships for. If playing in a campaign situation, these Patrol scenario restrictions will provide some guidelines, but available ships may force involuntary violations of some provisions. For example, a carrier must have escorts, but if the escorts were lost in a previous battle, they simply are not available.

Some published scenarios violate some of these conditions. This is done only when various circumstances make it possible, and those circumstances are impossible to define in general terms. Hence, no published scenario can be considered as a precedent for changing any of the rules and restrictions of this section. Such precedents may be used when trying to secure mutual consent from opponents, but the opponents need not agree.

(S8.1) GENERAL CONDITIONS

(S8.11) BASIC POINT VALUE: Units are purchased for their combat BPV. See the Master Ship Chart, Fighter Chart, and PF Chart. Exception (G24.35). Note specifically that fighters are purchased at Combat and not at Economic BPVs.

(S8.12) COMMANDER'S OPTIONS: Players can purchase extra equipment for their ships under (S3.2). MRS shuttles are purchased as Commander's Options within the limits given in (J8.5) and (S3.2). Other special shuttles (e.g., SWACS, MSS, MLS, etc.) are defined by various rules.

(S8.13) SCENARIO DATE: Players should select the scenario date with some care, as it will define several things:

(S8.131) What ships, fighters, and other units will be available.

(S8.132) What refits those ships must have (and pay for) as well as other refits that could be purchased under (S3.2). Generally, a player must buy and pay for the refits appropriate to the date of the scenario. It could be presumed that one or two ships did not receive their refits for up to five years after the normal refit date. Some refits indicate that they took place over a period of years, and players in scenarios during these years may use such refits (or not) as they choose.

(S8.133) The drone speeds that are available for purchase.

(S8.134) Weapon status (S4.0) may be defined by die roll or by mutual agreement.

(S8.135) The size of the map and whether it is floating or fixed must be decided (by mutual agreement) before the battle forces are selected.

(S8.14) RACES: Generally speaking, the players can use any races. You may prefer to limit your battle to adjacent races; see the map in (T0.0). Races should be selected before either side selects its forces.

(S8.141) WYN ships (other than the "fish ships" in Module C3) normally do not operate outside of the cluster and (except for a few types) will be very unsuccessful in any attempt to do so. Note the restrictions on WYN option mount selections in (G15.442).

(S8.142) Andromedan ships are notoriously hard to balance and virtually require a different force level against each potential opponent to be balanced. Note that various general restrictions (cargo, maulers, etc.) are modified as they apply to Andromedans.

(S8.143) Orion ships seldom operate in fleet strength on purely military missions. Severe balance problems may result when attempting to do so. Don't forget to assign the home cartel of the pirates to limit their option mount selections. See the next rule.

(S8.144) Orion mercenaries may appear under these conditions:

Mutual agreement and cartel assignment beforehand.

No more than 1/3 of the total force. (Optional, entire force consists of mercenaries.)

Any crippled Orion ship disengages automatically (C7.4).

An Orion ship cannot be the fleet flagship unless the force includes only Orions.

(S8.145) Experienced players recommend against using too many different types of technology in one battle as this confuses the rules and can have interesting effects on play balance.

(S8.15) TERRAIN: Players can use any type of terrain (including open space) suited to their interests. They can use local conditions (S5.0) to define terrain, create something mutually acceptable, or use one of the special maps in Module B. Some playing groups design a favorite area of space and use it over and over in campaigns.

Players should select the terrain BEFORE purchasing their units. While it can be interesting to be surprised by the terrain, it is also possible that the selection of terrain may be the sole deciding factor in the battle and could make actually playing the scenario pointless (e.g., A Neo-Tholian force will win if the terrain die roll produces asteroids; a carrier force will lose if the terrain die roll produces a nebula).

One compromise is to select six types of terrain, then buy the fleets, and then roll to see which type of terrain will be used. Care must be taken, however, to select terrain with uniform results. For example, some terrain types (nebulae, heat zones, gravity waves, dust clouds, pulsars) are very tough on fighters, and if one of those types was selected by die roll, any force that invested in fighters will be placed at a severe disadvantage. So you should select six terrain types that are all hard on fighters or six types of which none are.

(S8.16) RULES: Players should decide what rules (Advanced, Commander's, Optional) they will and will not use before buying their fleets.

(S8.17) SHIPS PER PLAYER: To avoid slowing down the game, players should not try to control too many ships. As a guideline, three ships per player is a good limit, but some players can efficiently handle more and some cannot handle three (at least not without other players complaining of delays). Less experienced players handling more than one ship should be given identical ships (or at least variants of the same hull type) to reduce the workload.

(S8.18) SHIP MODIFICATIONS under (S7.0) cannot be used unless the specific ship and modification has been approved by the opposing team in advance.

(S8.19) DRONES: Drones can be transferred between ships between scenarios during a campaign (and not before the first scenario), but no ship can ever have more than its allowed number of limited or restricted drones.

(S8.2) COMMAND LIMITS

(S8.21) GENERAL: Each fleet must have a flagship, which will usually (but not always) be the largest ship or the one with the highest command rating. In addition to this flagship, the fleet can include a number of ships equal to the "F&E Command Rating" of the selected flagship. These command ratings (from the strategic game Federation & Empire, which is based on the same background) are listed on the Master Ship Chart. A Command rating of nine means that you can have that command ship plus nine other ships.

(S8.22) SPECIAL CASES: There are some special cases regarding command limits:

(S8.221) Andromedan ships do not use Command Limits, but instead use the restriction in (G18.82) which allows two ships with DisDevs [this could be two size class 2 units in an exception to (S8.331)] plus whatever satellite ships they have on board. Andromedan motherships can be deployed with any mix of satellite ships selected by the Andromedan player so long as: they fit in the hangar; they are

available in the year selected; there is no more than one scout; there is no more than one Energy Module; and there is no more than one mauler on each mothership. Not all hangar spaces must be filled. Note that due to the limit on two ships using DisDevs, no satellite ship that arrived inside a mothership could use one except by (G18.84). If one (or both) of the two Andromedan DisDev-equipped units is an independent satellite ship (e.g., Anaconda) it could be a scout, mauler, or other numerically restricted satellite ship.

(S8.222) WYN ships operating inside the WYN Cluster add five to their command rating. This addition cannot produce a command rating higher than nine (but does not reduce a command rating of 10 if any ship has such a rating) and never reduces a command rating. This represents the excellent WYN internal communications, monitoring, and surveillance system. WYN ships outside of the cluster have the command ratings on the Master Ship Chart. This rule is correct; the note on early editions of Annex #3 is incorrect.

(S8.223) LDR and Tholian ships operating inside their own territory have a command rating one point higher than shown on the Master Ship Chart; exception, ships with a command rating of 10 are not increased. This represents the small area (and small fleet) involved and is used in lieu of command points.

(S8.224) Some rules override command limits for certain ship types; see (E11.17) and (E12.16).

(S8.23) FIGHTERS AND PFs: Fighters and PFs do not count against the command limit if their carrier/PFT is in the battle. If operating independently, each squadron or flotilla counts as one "ship" for command purposes. Each group of six or fewer casual PFs counts as one "ship" for command rating purposes. Fighters and PFs on bases (or monitors) count that base (or monitor) as their carrier or PFT. PFLs and PFSs can only appear as part of a complete flotilla of up to six PFs, and only one of each can be in each flotilla. See also (K2.114) which applies.

(S8.24) COMMAND POINTS: The F&E game system gives each race a very limited number of "command points" which temporarily increase the command rating of some flagships. These are seldom used except in assaults on fixed positions (starbases, capitals, etc.). Players of patrol scenarios may give one (or both) sides a command point (i.e., allow them to have an extra ship beyond the command limits) to balance forces or simply to allow more ships to be used. LDR and Tholian forces never use command points; see (S8.223). Andromedan units also do not use command points, see (S8.221).

(S8.25) SCOUTS: One scout does not count against the command limits. If this one scout is also a carrier or PFT, its fighters and/or PFs will count against the command limit as independent squadrons (S8.23). Drone bombardment ships with scout sensors are scouts and one could be used for the "free scout" slot, but drone bombardment ships do not count against the overall limit on scouts in (S8.35).

(S8.26) OFF-MAP DRONE BOMBARDMENT as seen in F&E is not accounted for in SFB. Assume that whatever off-map bombardment ships are available are operating in "general support" and harassing enemy off-map forces. Rules to allow this form of support may be added later.

(S8.27) BASES: Whenever a base is part of the battle force, it does not count against the command limits unless it is designated the flagship. Its fighters and PFs do not count against the fighter and PF limit in (S8.32). If there is more than one base in the battle force, only one of them can use this exemption. Up to six small/medium ground bases or "parking lots" (with no more than 24 fighters, counting heavy fighters/PFs as two fighters) count as one base if there is no other.

(S8.3) DEPLOYMENT PATTERNS

(S8.31) CARRIERS must have the escorts and fighters specified in their ship descriptions for the scenario date. If more than one escort/fighter group is available for that date, the player may use either of them.

(S8.311) Carrier escorts cannot be used except as part of a carrier group; carrier groups cannot include more escorts than are provided in the ship description; exception (S8.315). Some carriers are listed as having no escorts and may operate as such.

(S8.312) If the number of fighters is voluntarily reduced, remove a pro-rata portion of the stored supplies (drones, chaff, deck crews, etc.). Reduction of fighters is limited to 25% of the original fighter group, i.e., a carrier with 12 fighters could reduce this by 3.

(S8.313) Fighters cannot be installed on non-carriers without mutual consent.

(S8.314) The Romulans can substitute different escorts of the same size class in their carrier groups, e.g., KRV might substitute a SkyHawk-E for a K5D or K4D, but could not substitute an SPM into the group.

(S8.315) Players may adapt the "flexible group" rules from F&E (515.0). These can be summarized as follows: Carriers are divided into three types (size-2, size-3, and size-4). Size-2 carriers must have three escorts and can have four. Size-3 carriers must have two escorts and can have three. Size-4 carriers must have one escort and can have two. At least one escort must be size-class 4, but otherwise, players may select any escorts available in the selected year so long as they are of the same race. Non-escorts cannot be used as escorts in SFB.

(S8.316) Most survey ships are listed in their rules as sometimes carrying fighters. Players who take a survey ship as their allowed scout may equip it with some or all of the allowed fighters [see limit in (S8.32)].

(S8.317) One or two carrier escorts (no more than one size-3) could be assigned to protect tugs, FRDs, repair ships, or convoys.

(S8.318) Escorts for carriers carrying heavy fighters cannot rearm those fighters (J10.11) as they have no ready racks for them. Such escorts will be equipped with ready racks able to service single-space fighters that race operates (as such an escort might be transferred to a carrier operating such fighters, or the carrier might be operating such fighters in addition to the heavy fighters), and will have the spare drones or plasma-Ds needed to support such fighters. These stores can be transferred to the carrier to be used by the heavy fighters during a scenario under (G25.0). Federation escorts and other units that use (R2.R5) can carry spare heavy fighters, (not including spare F-111s which can only be carried by their special FCFs) with one such fighter replacing two single space fighters for campaign purposes. The ready racks on Hydran carrier escorts are configured for the fighters the escort is operating; escorts cannot operate heavy fighters.

(S8.32) FIGHTER AND PF LIMIT: Except as noted below, a battle force cannot have more than 36 fighters. Each heavy fighter and each PF/Interceptor counts as two fighters against this limit. For purposes of this rule, one (and only one) oversized squadron can be included within the limit of three squadrons. All of the fighters on a given CVD, CVP, or ACS count as a single oversized squadron for this purpose.

(S8.321) Hydran hybrid-ships (non-true-carriers) are exempt from this restriction. True carriers (those requiring escorts) must count their fighters against the overall limit. Hydran carrier escorts are treated as hybrids.

(S8.322) Other non-true-carrier ships which carry five or fewer fighters as part of their basic design, e.g., WYN CA, PBB, Heavy War Destroyers of most races, are treated as Hydran hybrid ships.

(S8.323) The fighters of non-hybrid ships with six or more fighters included in their design count against the 36-fighter limit but do not take up a command slot.

(S8.324) Fighters appearing in a patrol scenario without their carrier may have any legal drone loadout, but pay half of the cost of the special drones on their rails. Bombers can never operate from ships or space bases, but can only operate from a bomber base on a planet or asteroid. (Trust us, this rule will *never* be changed.) Bombers, whether heavy or medium, can only appear in a battle if they are based on a planet, or an asteroid, that is itself part of the battle. Scenario rules may specify that a given battle is taking place within the range of a bomber strike from bases on planets or asteroids not on the map. Players conducting a patrol scenario under the limits of (S8.0) may mutually agree that one or both players are within range of such a bomber base.

(S8.325) Fighters and PFs on a base may not count against this limit if the base is in the scenario; see (S8.27.).

(S8.326) Up to 48 fighters (as above) could be used IF they are all based on a single ship AND that ship is in the battle fleet. In this case, one of the squadrons would count against the command limit; the other three would be considered part of their home ship.

(S8.33) HEAVY SHIPS are under special restrictions.

(S8.331) There can be no more than one size class 2 ship (dreadnoughts, most CVAs and SCs) in the fleet. Size-2 ships never appear with less than three other ships, two of them from the same race as the size-2 ship.

(S8.332) Battleships can be substituted for DNs if mutually agreed.

(S8.333) There can be no more than one BCH (or variant) in the fleet; it does not need a squadron of followers. This may be in addition to the size class-2 in (S8.331). For purposes of this rule, the Romulan KillerHawk, SuperHawk, RoyalHawk, and NovaHawk are BCHs. The Kzinti CVS is not a BCH variant. The Lyran BC is not a BCH variant.

(S8.34) PF TENDERS do not require escorts as carriers do. See (S8.32) for a limit on PFs. PFTs cannot be used without at least four PFs. There can be only one PFT; exception: a second PFT could occupy the scout slot but its PFs would count against command limits (S8.25). The Lyran DN and BCH and Romulan ROC are "PFTs without special sensors" and are treated as heavy ships (S8.33) with their PFs counted against the (S8.32) limit but not against the command limits. Two Romulan CHs count as one PFT slot (but two ships for command). A PFT must have a minimum of four PFs to be used. Interceptors can be substituted for PFs up to three years after the owning race gets PFs. "Scout-Carriers" (with special sensors and six heavy fighters) count against the PFT limit.

(S8.35) SCOUTS: There can be no more than one scout. Any ship with a diamond symbol ♦ on the Master Ship Chart is a scout; however, some special sub-types of scouts are handled otherwise by (S8.0). See (S8.365) for the Kzinti SSCS. See (S8.55) for Police Flagships.

(S8.351) One PFT or a survey ship could be used in addition to the one allowed scout. This second scout could be a regular scout if the total battle force has 8 or more actual ships. A PFT without special sensors would count as the one allowed PFT (S8.34) but would not count against the scout limits.

(S8.352) A PFS counts as a PF, not as a scout, unless the owner voluntarily agrees to consider it a scout, in which case it does not count against the limit in (S8.32).

(S8.353) An Orion, Barbarian, or WYN ship with a special sensor in one or more option boxes is a scout, but may also qualify as a PFT or DB. See (S8.49) for HDWs.

(S8.354) Drone bombardment ships with special sensors are not counted as scouts for purposes of this rule unless the owning player voluntarily agrees to do so.

(S8.355) Andromedans may have only one scout per mothership (S8.221); the mothership itself does not count against this limit.

(S8.36) LEADERS, COMMAND SHIPS: Leader variants (CWL, DWL, CC, DDL, etc.) are designed to lead squadrons of similar ships; there will never be a squadron consisting entirely of leader variants because this would mean that other squadrons had no leaders. See (S8.64), which prohibits "allied squadrons". See exception (S8.48).

(S8.361) A second (third, fourth, etc.) leader ship of any given type cannot be included unless all other such leaders are accompanied by two "combat variants" of the same basic hull type. For example, you may have one D5L if you wish, but if you want two of them, there must be two other D5s in the fleet (following the first D5L).

NCAs are CAs (and can be freely mixed with CAs in squadrons led by CCs), not leader versions of CWs. CCHs are CCs, not leader versions of CCs.

CLs and CWs can be mixed in squadrons.

DDs and DWs can be mixed in squadrons.

Fast Cruisers are considered to be cruisers of the equivalent type and can fill out CA squadrons.

Scouts, Commando ships, Minesweepers, Escort, Survey ships, Tugs/LTTs without battle or carrier pods, PFTs without heavy weapons, and other support ships are not "combat variants".

(S8.362) No leader ship can be included unless all larger leaders have their supporting ships. For example, an F5L cannot be included in a fleet with a D7C and a D5L unless the D7C is accompanied by two other D7/6 combat ships and the D5L is accompanied by two combat D5 hulls. The ISC, being under separate PPD limits (E11.17), is exempt from (S8.362).

(S8.363) Dreadnoughts are not "leader" ships; however, see (S8.331). Carrier groups (S8.31) are separate from the leader/led provisions of (S8.36); they lead their escorts. The fleet flagship is exempt from the leader/led provisions of (S8.36) but could lead a

squadron; the Klingon force in (S8.362) could have a D7C as a flagship.

(S8.364) The Federation uses the "L" designator for plasma-armed ships. These are not "leaders" within the context of this rule.

(S8.365) The Kzinti Super Space Control Ship (R5.24) and any similar units published in future simultaneously counts against the limits of PFTs, carriers, and size class 2 ships.

(S8.366) Jindarian asteroid ships may serve as fleet flagships but are otherwise not included in the "squadron" organization concept.

(S8.367) A standard (non-leader) warship can lead a squadron including standard (non-leader) versions of the next smaller class. For example:

FFs (but not FFLs) can lead police squadrons.

DDs or DWs (but not DDLs or DWLs) can lead Frigate Squadrons.

CL/CWs (but not leader versions thereof) can lead DD/DW squadrons.

CA/NCAs (but not CCs or CCHs) can lead CW/CL squadrons.

(S8.368) Hydran fusion and hellbore ships can be mixed in squadrons within a given class. A war cruiser squadron could include a Horseman, Traveler, Mongol, and/or Tartar. Similarly, the Romulans can mix squadrons of KR, Hawk, and Eagle series ships.

(S8.4) SPECIAL SHIP TYPES

(S8.41) CONJECTURAL SHIPS cannot be used unless agreed otherwise. This is generally a rather straightforward decision except in one case: Federation PFs. Some groups insist that the Federation cannot be competitive without them; some insist that, since they were not historically built, the Federation player must somehow discern the secret of being successful without them. Each group will have to decide this for itself, but the Federation PF decision should be made separately from the overall conjectural ships decision.

(S8.42) STASIS FIELD SHIPS: If more than one SFG ship is included in the fleet, each additional SFG ship after the first incurs a 100-point penalty (assessed against the BPV limit for buying the fleet; this is not added to the BPV of the ship for subsequent victory conditions). SFG ships never appear alone; they require two accompanying ships just like maulers (S8.43). See (S8.65).

(S8.43) MAULERS: No more than one mauler can be included in the fleet; exception Andromedans (S8.221). Maulers never appear alone; there must be two non-mauler ships (or equivalents) in the battle force for each mauler; exception Andromedans (S8.221). These non-maulers may also be fulfilling other roles and requirements (flagship, carrier, escorts, squadron leader, squadron follower, scout, etc.). See (S8.65).

(S8.44) LIMITED PRODUCTION, UNIQUE SHIPS: These cannot be used unless mutually agreed beforehand. This is actually a series of decisions, rather than only one. Each such ship must be considered separately, although such a decision is made only when one player asks to use that ship. Further, how many such ships (or flotillas) can be used must be decided. This could be one ship, as many as you want, or as many as were built. This rule does not apply to size class-2 ships, which are covered by (S8.33).

(S8.45) MINESWEEPERS cannot be used unless there is a pre-established minefield in the scenario or (in a case of limited knowledge of the target) a target which could plausibly be defended by a minefield. In such a scenario, the defender could include a minelayer or minesweeper (not both).

(S8.46) TUGS: No more than one tug (including LTTs) can be included. This does not count tugs carrying cargo pods (or self-defense pods, but no other type) in a scenario where the mission is to deliver cargo. This does not count tugs carrying troop transport pods (or self-defense pods, or hangar pods with GAS shuttles instead of fighters, but no other type) in a scenario where the objective is to deliver troops.

(S8.47) DRONE SHIPS: Drone bombardment ships are available in limited numbers. No more than one drone variant can be included in each group of three ships, and no fleet can include more than three drone bombardment ships. (For this purpose, any bombardment ship

with a “DB” note on the MSC, as well as any variant which replaces all of the base-hull’s heavy weapons with drone racks, is a drone ship.) The three ships do not have to be the same type, e.g., two FFs and a CD. DB ships with special sensors do not count against the scout limit unless the owning player voluntarily agrees to do so (in which case they could occupy the “free scout” slot).

(S8.48) X-SHIPS cannot be used unless mutually agreed otherwise. If used, there will be a maximum of 1 in a fleet of 4-7 ships, 2 (of different size classes) in a fleet of 8 or more ships. Alternatively, the entire battle force may consist of X-ships, or the battle force might include a squadron of three or four X-ships. Races without a non-command heavy X-cruiser may substitute CCX ships for CAX ships in a squadron of three heavy X-cruisers. One X-ship may serve as a leader of a non-X Squadron under the limits of (S8.36).

(S8.49) HEAVY WAR DESTROYERS (and their near-sisters such as the Lyran JagdPanther) are unusual ship types found in Module R6. Generally speaking, they can replace CWs in combat squadrons. They can be used as fleet flagships since they could, in theory, have command ratings as high as 10 (G33.55).

When fitted for special missions (carrier, scout, commando ship, etc.) they occupy the relevant “slot” in the limits as listed below:

An HDW with one or more special sensors is a scout unless it otherwise qualifies as a PFT.

An HDW qualified under (G33.44) or with three barracks counts as a commando ship.

An HDW with eight or more fighters is a true carrier (G33.42) and must have escorts. HDWs with only their original two fighters are treated as hybrids under (S8.322); HDWs with 3-7 fighters are treated as non-true carriers under (S8.323). [The Hydran HDW and LNH are considered Hybrids (S8.321) with up to six fighters, non-hybrids (S3.322) with 7-11, and true carriers (S8.321) requiring escorts with 12 or more fighters.]

An HDW can be substituted for any CW-sized carrier escort if it qualifies under (G33.43).

An HDW fitted as per (G33.41) can be a survey ship.

An HDW fitted as per (G33.45) is a minesweeper.

An HDW fitted as per (G33.46) is a PFT.

An HDW fitted as per (G33.47) counts as a repair ship.

(S8.5) LIMITED DUTY SHIPS

These are ships which, due to their slow speed or special characteristics, simply never appear in patrol type battles. They may appear if both sides agree to their use.

(S8.51) NAVAL AUXILIARIES, such as Auxiliary carriers, cruisers, PFTs, and troopships, cannot be used. These ships are too slow to take part in actions where the objective is not specifically assigned ahead of time. Auxiliaries can be used if the force is defending a fixed installation, FRD, or convoy, or is attacking a fixed installation.

(S8.52) SEPARATED SECTIONS (e.g., detached booms and saucers) cannot be used. Separated pods can only be used by forces which begin the scenario defending a fixed point on the map.

(S8.53) MONITORS cannot be used unless the force is defending a planet or other fixed installation. No more than one monitor can be used in any given force. The scenario date will determine what pallets are available.

(S8.54) CARGO SHIPS (including freighters, cargo ships, cargo pods, cargo packs, cargo pallets, and cargo PFs) cannot be included unless the mission of the scenario is to deliver cargo (or is a convoy, etc.). Players may, when designing the scenario, choose to allow the fleet assigned to deliver cargo an extra allowance for such ships, or may require it to spend a part of the normal allowance for them.

(S8.55) POLICE SHIPS can be substituted for frigates.

(S8.551) A squadron of police ships could be led by a frigate or by a police flagship. A police flagship cannot lead a non-police squadron. A police flagship counts as a scout unless it is leading a squadron of at least two other police ships of frigate size or smaller.

(S8.552) The handful of police carriers are treated as carriers with their own escort groups and are not covered by the squadron concept.

(S8.553) Heavy police ships such as the LDR and Lyran Military Police ship are still considered to be police ships.

(S8.554) Klingon police variants of the E4, F5, D5, and other standard warships are treated as those warships, not as police ships.

(S8.56) CAPTURED AND CONVERTED SHIPS: These are treated as an equivalent warship of the currently-owning race. The Tholian TK5 counts as a DD, the Hydran D7H counts as a CA, and the Orion OK6 counts as a CA. These will still be under the limits of (S8.44).

(S8.6) MIXED ALLIED SQUADRONS

In various wartime situations, fleets may consist of ships from two or more allied races. This is under some conditions and restrictions.

(S8.61) THE FLAGSHIP of the fleet must come from the race which is providing the most ships (or equivalents, i.e., 12 fighters or 6 PFs/heavy fighters/interceptors).

(S8.62) CARRIERS may not be escorted by foreign ships or carry foreign fighters. Note that carriers can, within various practical limits, provide “service” to foreign fighters during a scenario (although they may not have the type of ammunition the fighter needs). See (J4.895), (J4.8963), (J4.891), and (J4.8962) for some examples.

Note that Lyran and Klingon carriers (U1.25) can exchange fighters, and Klingon and Lyran carriers and escorts can service each other’s fighters. There may be some restrictions if the fighters are of different types (e.g., a Lyran carrier loaded with Z-Vs trying to service Klingon Z-Ys) but it can be done as if the fighters were of the same race.

Note that Orions and WYNs steal fighters from anyone (and buy a few now and then) and might well have a carrier configured to carry a mixed bag of fighters. In such case, each fighter box must be numbered and recorded as to the type of ready rack that fighter box has (i.e., the type of fighter it is designed to service). The fighters would all be considered to be of the “WYN” race for purposes of being on a WYN carrier, but could be serviced on allied carriers under the various restrictions (e.g., available weapons).

(S8.63) PFTs may not carry foreign PFs, but may dock them during a scenario to transfer crew or cargo. PF flotillas may not contain PFs from different races. [The one historical incident where this occurred resulted from a unique situation as the units had been trained together and launched their mission from a starbase able to refit the ships as needed.] Note that the WYNs use PFs stolen, bought, or copied from many races and treat these all as being of their own race, hence, they may operate what would appear to be mixed flotillas. PFs can use the “tow bar” (K1.25) on any other PF.

(S8.64) SQUADRON COMMANDS must be complete within each race. Lyran CWLs cannot command Klingon D5s, and a Romulan SkyHawk cannot count as filling out the first Klingon F5 squadron to allow a second F5L to be included.

(S8.65) ACCOMPANYING SHIPS (such as the two that must be with a mauler or SFG ship) can be from Allied races.

(S8.66) ANDROMEDAN: If Andromedans are allied to a Galactic race in a given battle the following rules apply:

(S8.661) They use the Command ratings listed in Annex #3, e.g., a Dominator and its six satellite ships counts as seven ships.

(S8.662) Satellite ships are counted under the command limits and are not treated as “fighter squadrons” or “PF flotillas”.

(S8.663) Andromedan Motherships and other DisDev equipped units are still limited by (S8.221), i.e., there could be two Conquistadors with two Cobras, but there could not be two Conquistadors with two Cobras and a Python.

(S8.664) An Andromedan size class-2 unit counts as the one such unit allowed in (S8.331). If there are two size class-2 Andromedan units, one of these counts as the one allowed DN and the other as the one allowed BCH.

NOTE: Ship classifications between various races are “vague” at best. Klingon E4 “escorts” are not carrier escorts, and a Gorn “heavy destroyer” is in fact a war cruiser. A Klingon D6 “battlecruiser” is a heavy cruiser while a Federation Battlecruiser is in fact a “heavy battlecruiser”. There is no real way to write a single-sentence rule that “defines” what a given ship is, and no real way to add such a listing to the MSC or to the ship descriptions. Players might consult F&E annex (755.0) for general guidance, or just use common sense.

END OF (S0.0) ADVANCED MISSIONS