

F&E 2010 ERRATA

These issues were found in the *F&E2010-Revision 0* rulebook and were fixed in the *F&E2010-Revision 1* rulebook. Some obvious typographical errors were also corrected but are not listed here. The *F&E2010-Revision 1* rulebook was printed from 19 March 2010 and each page is marked with a small ★ beside the page number.

- (000) Table of Contents: Add 656 Federation Early War.
- (102.0) COMBAT POTENTIAL: Reference to (302.4) should be (302.41).
- (102.0) STARBASE: Reference to (433.1) should be (433.11).
- (103.3) D, DD: Reference to (540.0) should be (540.3).
- (105.0) While the Sequence of Play in 2010-R0 was perfectly workable, it varied in some places with the Master Sequence of Play in *Planetary Operations* and was updated to that standard in 2010-R1. Step 11H reference to (503.34) should be (504.34). Scuttling (301.9) is done in new Steps 2B11 and 5-6X9.
- (203.48) The second reference to (421.21) should be to (203.45).
- (203.55) Pinning Exception: This rule incorrectly states that all of the moving ships must be pinned for the exception to be used. This is not true (the examples are correct) and the exception is used in every case.
- (203.8) Reference to (504.1) should (504.23).
- (204.37) Overloaded Tugs reference should be (517.44).
- (204.37) Swarms should refer to (514.41) not (514.45).
- (204.37) Troop Transports reference (520.61) should be (521.61).
- (208.0) Many of these references were improved in 2010-R1. Auxillary Carriers (513.13). Auxillary Drone Bombardment Ships (526.52). Marine Major Generals (321.2). Monitors (519.3). Raids-Military (314.2). Special Attack Forces (520.2). Swarms (514.4). X-ships (523.2).
- (301.81) Delete "SAFs‡" from the list.
- (301.91) See SoP steps 2B11 and 5-6X9.
- (302.11) Second paragraph reference to X-Ships should be (523.36).
- (302.321) Reference to (308.23) should be (305.23).
- (302.721) "Residual Defense Unit" should be "Residual Defense Factor".
- (302.721) Reference to (302.74) should be (302.742).
- (302.742B) In the last sentence "let them retrograde" should be "let them retreat".
- (302.761) The various "steps" in this rule should be "priorities."
- (305.0) These modifiers are not cumulative.
- (305.233) Rule (654.2) is not an expansion rule but is part of the base 2010 rules.
- (306.13) Reference to (308.111) can be ignored.
- (306.22) Single combat should be small-scale combat.
- (306.3) Sub-Step 2A (302.22).
- (307.11) Add reference "Withdrawal Before Combat (302.1).
- (308.1213) Add Exception see, FCR‡ (526.353).
- (308.41) First sentence, "the the" should be "if the".
- (308.84) SIDS directed damage is 18 points , not the 9 shown.
- (308.863) STB: 6 SIDS to cripple, 3 more to destroy.
- (309.0) See the SIT, not (755.0).
- (310.43) "Troop unit" should be "ground combat ship".
- (310.463) Honor Duel reference (528.42) should be (528.43).
- (310.471) Reference should be (525.74B).
- (310.474) Reference (323.11) should be (310.11)
- (413.442) Reference to (435.3) should be (435.25).
- (414.4) Step 2B should read Step 2B3.
- (420.432) Reference to (410.41) should be (413.41).
- (420.53) Revised Text: Units can move by Operational or Strategic Movement on the turn they are repaired. See (204.313) which defines and limits free Strategic Movement for repaired units.
- (421.22) Reference to (204.3) should be (204.37).
- (422.11) Reference to (105.0) Step 7 should read (105.0) Phase 7.
- (422.3) Reference to (105.0) Step 7 should read (105.0) Phase 7.
- (422.82) Reference to (105.0) Step 7 should read (105.0) Phase 7.
- (430.14) Commercial Convoys should be (443.0). Special Operations (four places) should be Strategic Operations. XTP should be (523.12).
- (431.23) Base Station (440.0) should be (444.0), STB (451.0) should be (452.0).
- (431.51) See (442.53) in AO for late war, starbase war destroyer production‡.
- (431.734) AH is replaced by an HN or CU, not a CR
- (432.24) RN example should be 16.5 not 17.
- (432.24) The Hydran CVE should be 2.5+1+6.
- (432.42) Reference (751.0) should be to (752.0) or the SITs. See (600.2) for PF deployment.
- (432.5) See (502.96) for F-15s.
- (433.21) See the SITs, not (751.0).
- (433.31) Lyrans cannot build maulers until Y170.
- (502.65) Fed PFT service date is Fall Y181.
- (502.93) See also (518.46)‡.
- (502.943) Spare fighters are replaced at the end of the Retrograde Phase, not the Combat Round.
- (503.63) Reference (504.25) should be (540.25).
- (506.5) The Gorns have six ships off-map. These are: #1 CL #2 CL #3 DD #4 DD #5 SC #6 TG Each turn when at full war, roll one die in the Production Phase. If the result matches the number of a ship above which has not been previously released, that ship is released and allowed to enter the map by Operational Movement. The Gorn player must pay 2EPs for this ship as it has not previously been refitted, but no conversion slot is used. Obviously, no more than six ships will be received and some of the six may never be activated.
- (508.25) The chart in 2010-R0 was made obsolete by the updated rule and was replaced in 2010-R1.
- (509.1A) LTTs could use such heavier pods but would be overloaded‡ (517.4).
- (509.1B) LTTs could use such heavier pods but would be overloaded‡ (517.4).
- (509.1A) Reference to (509.34) should be (509.33).
- (509.1L) Reference to (309.0) should be (517.35).
- (509.1U) Pay for the drone points when the mission is assigned.
- (509.33) The data for the various tug pods of each empire was omitted and is shown on the SIT annex below.
- (509.52) The Hydran supply tug can be considered a source of supply for ships retreating in the same force.
- (511.33) Also see: Medium Shipyards‡ (450.2).
- (511.52) The list of "non-mobile and slow units" did not match 757 and was confusing, so 2010-R1 invented the new term "defense-limited" and defined it as per the original list, minus auxiliaries, leaving hospital ships as defense-limited. The original list included auxiliaries which were designated by the master errata (511.534) as being divided between mobile and static forces.
- (512.35) Drone bombardment, see (309.0).

- (513.0) Players asked us to separate the pages with rule (512.0) from (515.0) so they could insert expansion rules.
- (515.44) See (440.6): Area Control Ships‡ and Division Control Ships‡.
- (515.524) Exception: Remus (433.45).
- (515.53) Escort conversions are unlimited but DO count against the conversion capacity.
- (515.531) Replace reference to 757.1 with SIT.
- (600.315) Ships in unreleased fleets can use Strategic Movement inside the fleet's deployment zone or for (600.32); this counts against the empire's overall limit.
- (600.34) There are two of these, and the first one should be (600.343).
- (603.42) Federation NECs with CVS groups should be DEs. The NEC with the CVB is correct.
- (603.43) Lyran CVL missing it's escorts of CWE and DWE. Klingon D6V missing escorts of 2xE4.
- (603.5) Should be in white on a black bar.
- (605) Turn #26 is Y181 not Y182.
- (652.0) See (605.0) should be (605.3).
- (652.6) Reference to (603.0) and (605.0) should be to (603.3).
- (652.6) Reference to (603.0) should be (603.3).
- (653.4G) The six free fighters here are in addition to those added in F&E 2K.
- (654.1E) Reference to (431.2) should be (431.21).
- (654.1Q) This is "per turn" that Limited War lasts.
- (654.2H) Minor shipyards are in (540.1).
- (654.2L) Monitor Pallets are (519.4)‡.

- (701.0) Reference PDUs (431.2) should be (432.21).
- (702.3) Maximum pods allowed: 3xBP, 3xVAP, 3xVP, 1xREP.
- (703.3) Maximum pods allowed: 2xBP (pair), 2xPFP (pair), 1xVAP (pair), 3xVP2 (pair), 1xREP.
- (704.3) Maximum pods allowed: 1xREP.
- (705.0) Kzintis can build a maximum of two drone ships per turn by any means.
- (705.3) Maximum pods allowed: 2xBP (pair), 2xPFP (pair), 1xVAP (pair), 3xVP (pair), 1xREP.
- (706.3) Maximum pods allowed: 2xHBP+, 2xPFT, 1xREP.
- (707.3) Maximum pods allowed: 1xREP.
- (709.0) Old Colonies Squadron LC listed the wrong factors. See the SIT.
- (709.3) Maximum pods allowed: 2xBP, 2xPFP, 2xVP, 1xREP.
- (70x.3) Every empire lists one scout substitution per YEAR (432.41) but this should be per TURN.
- (711.3) The Lyrans build their two PFT pods in Fall Y178. Maximum pods allowed: 2xBP+, 2xPFP+, 2xVP+, 1xREP.
- (752.0) Fighter Factor on PDU costs 0.5 EPs.
- (760.1) Also: STB: Sector Base‡
- (900.0) Residual Defense Unit should be Residual Defense Factor.
- SIT HYDRAN LC: Should be: 7-9(3)/5(1▲).
- SIT KLINGON B10: Single Ship Carrier.
- SIT THOLIAN BW: For PC: 3.5+8.
- SIT THOLIAN CVA: Ignore "Oversized squadron", a rule not in 2010.
- (900.0) Jean found so many mistakes here we did a new index and put it on the website.

If the:	Captures (or Liberates)	Then the Planet Becomes a SUPPLY POINT at:	And Begins PRODUCING EPs
Coalition Player	Coalition Turn X	the start of Alliance Turn X	Coalition Turn X+2
Coalition Player	Alliance Turn X	the start of Coalition Turn X+1	Coalition Turn X+2
Alliance Player	Alliance Turn X	the start of Coalition Turn X+1	Alliance Turn X+2
Alliance Player	Coalition Turn X	the start of Alliance Turn X	Alliance Turn X+1

If the:	Devastates an Enemy Planet during:	Then the Planet RECOVERS from the Devastation at:	And PRODUCES Full Income during:
Coalition Player	Coalition Turn X, SoP-Y	Coalition Turn X+4, SoP-Y	Alliance Turn X+4
Coalition Player	Alliance Turn X, SoP-Y	Alliance Turn X+4, SoP-Y	Alliance Turn X+5
Alliance Player	Alliance Turn X, SoP-Y	Alliance Turn X+4, SoP-Y	Coalition Turn X+5
Alliance Player	Coalition Turn X, SoP-Y	Coalition Turn X+4, SoP-Y	Coalition Turn X+5

If the:	Liberates a Friendly Planet during:	Then the Planet RECOVERS from the Devastation at:	And PRODUCES Full Income during:
Coalition Player	Coalition Turn X, SoP-Y	Coalition Turn X+4, SoP-Y	Coalition Turn X+5
Coalition Player	Alliance Turn X, SoP-Y	Alliance Turn X+4, SoP-Y	Coalition Turn X+5
Alliance Player	Alliance Turn X, SoP-Y	Alliance Turn X+4, SoP-Y	Alliance Turn X+5
Alliance Player	Coalition Turn X, SoP-Y	Coalition Turn X+4, SoP-Y	Alliance Turn X+4

SHIP INFORMATION TABLE ANNEX: PODS

Designation	Factors On Counter	Cmnd (754.0)	Date Avail	Base Hull; Size (755.0)	Conversion Cost, Source	Build Cost or Substitution	Notes and Special Cases; EW, Shock
701 GENERAL UNITS							
REP POD	0/None	0	Y159	Tug Mission	—NA—	Replacement: 5	See (422.8)
(702) UNITED FEDERATION OF PLANETS							
BP+	10-4/None	+2	Y145	Pod	None	(431.22): 8	Heavy Battle Pod; max 3 in service.
VP	0(6)/None	+1	Y166	Pod	None	(431.22): 2+12	Medium Carrier pod; max 3 in service.
VAP+	0(12)/None	+1	Y172	Pod	None	(431.22): 4+24	Heavy carrier pod (heavy pod), max 3 in service.
(703) KLINGON EMPIRE							
BP	2/None	+2	Y144	Pod	None	(431.22): 4	Battle Pod; Max 4 in service.
PFP (2PFP)	0P♦/None	+0	Y179	Pod	None	(431.22): 6 (pair)	Pair of PFT Pods; Max 2 pairs in service; Scout
VP (VP2)	0(2▲)/None	+1	Y168	Pod	None	(431.22): 1+5	Standard Medium Carrier Pod; max 6
VAP	0(6)/None	+1	Y175	Pod	None	(431.22): 2+12	Heavy Carrier Pod; Max 2
(705) KZINTI HEGEMONY							
BP	2<2>/None	+2	Y134	Pod	None	(431.22): 6	Battle pod (has drone bombardment capability); limit 4.
PFP (2PFP)	0P♦/None	+0	Y181	Pod	None	(431.22): 6	Pair of PFT pods, limit 2 pairs; scout
VAP	0(6)/None	+1	Y175	Pod	None	(431.22): 2+12	Heavy Carrier Pod, limit 2.
VP	0(3)/None	+1	Y166	Pod	None	(431.22): 1+6	Medium Carrier Pod, limit 6
(706) GORN CONFEDERATION							
HBP+	10-4/None	+2	Y149	Pod	None	(431.22): 8	Heavy Battle Pod, limit 2.
PFP	0P♦/None	+0	Y182F	Pod	None	(431.22): 6	PF Tender Pod, limit 2; Scout
(709) HYDRAN ROYAL NAVY							
BP	7-2(2)/None	+2	Y157	Pallet	None	(431.22): 8+2	Battle Pallet, Max 2 in service.
PFP	0P♦/None	+0	Y180	Pallet	None	(431.22): 6	PF Tender Pallet; Scout; max two in service.
VP	0(6)/None	+1	Y164	Pallet	None	(431.22): 2+12	Carrier Pallet for tug or LTT; max 2 in service.
(711) LYRAN ROYAL NAVY							
BP+	4/None	+2	Y149	Pallet	None	(431.22): 6	Battle Pallet, limit 2, tugs only
PFP+	0P♦/None	+1	Y178F	Pallet	None	(431.22): 6	PFT Pallet (tug only), max 2 in service, Scout
VP+	0(6)/None	+1	Y171	Pallet	None	(431.22): 2+12	Medium Carrier Pallet, Max 2 in service, Tugs only
SYMBOLS USED: ♦ = scout; ■ = carrier escort, ▲ = half factor of fighters.							

(105.0) SEQUENCE OF PLAY

The game is played in a series of turns, each representing six months of real time. These are referred to as the "Spring" and "Fall" turns of that year.

Each turn is divided into two (or sometimes more) "Player Turns". Generally, the Coalition (Klingon, Lyran, Romulan empires) player has the first Player Turn, while the Alliance (Federation, Gorn, Kzinti, Hydran, Tholian) player has the second Player Turn. The player who is conducting his Player Turn is known as the "Phasing Player". For example, during the Coalition Player Turn, the Coalition player is known as the "Phasing Player". In cases where the Player Turns are in a different order, the scenario notes will provide specific instructions.

Each Player Turn consists of the following Phases and Steps, which must be completed in the precise order given. Each Step must be completed by the Phasing Player (the Non-Phasing Player may perform some functions in Phases 3, 4, and 5) before proceeding to the next step.

This version of the Sequence of Play applies to *Basic F&E* and omits many steps and sub-steps that apply to the rules added in the various expansions.

PHASE 1: ECONOMICS

- 1A: Base and PDU (or PGB†) deployments/upgrades begun on a previous Phasing Player Turn become operational. Both players conduct first check to evaluate supply status for combat (410.22).
- 1B: Phasing Player determines the total number of survey points generated (505.21).
- 1C: Phasing Player determines the total income in Economic Points (430.1) and repays deficit spending. Phasing Player may transfer EPs from a newly connected Partial Supply Grid to the main grid (413.44).
- 1D: Phasing Player removes Reserve markers placed on the previous turn (507.1).
- 1E: This step is not used in *Basic F&E*.
- 1F: Phasing Player declares missions for tugs and other transports (509.32). Some tugs and transports may have their missions assigned or change later (509.1).
- 1G: Phasing Player designates Expeditionary Fleets (411.7).
- 1H: Phasing Player purchases and/or designates support lines for specific homeless ships (410.56).

PHASE 2: SHIPYARD**PHASE 2A: REPAIR**

- 2A1: Phasing Player evaluates supply status for repairs (410.23).
- 2A2: Phasing Player allocates Economic Points to repair damaged ships/units waiting at bases/FRDs (420.2).
- 2A3: Phasing Player repairs bases/SIDS (420.6). Tugs and transports may be assigned Mission J1 (509.1).
- 2A4: Phasing Player flips repaired units back over to full strength (420.52).

PHASE 2B: PRODUCTION

The Phasing Player may complete the following:

- 2B1: Activate mothballed units (434.0).
- 2B2: This step is not used in *Basic F&E*.
- 2B3: Receive new units and assign site where they were built (431.0). Perform ship conversions (433.0). Allocate

funds to pgrade bases (433.41) and PDUs (433.42). Tugs and transports may be assigned missions J2, J3, J4 (509.1).

- 2B4: Replace fighters (501.5), PFs (502.43), and GCEs (521.22) if in supply; place initial deployment PFs (502.6) if applicable.
- 2B5: Convert modular ships at starbases or stellar fortresses† to new missions (433.432).
- 2B6: This sub-step is not used in *Basic F&E*.
- 2B7: Assign missions to new tugs and transports (509.35). Assign tugs and transports Mission D (509.1).
- 2B8: This sub-step is not used in *Basic F&E*.
- 2B9: Federation player designates replacement squadron locations of special fighters (F-14s/F-15s) (502.95).
- 2B10: Authorized players conduct battleship construction, selecting one of the options under (436.2).
- 2B11: Players may scuttle units they control (301.911).

PHASE 3: OPERATIONS**PHASE 3A: RAIDS**

This phase is not used in *Basic F&E*.

PHASE 3B: OPERATIONAL MOVEMENT

- 3B1: Evaluate Operational Movement supply status (410.21).
 - 3B2: Phasing Player moves ships and units within limitations of the rules; modular ships may be reconfigured by giving up movement and Economic Points [Romulan Modular Ships (433.432)]. Certain tug and transport missions may be assigned; see (509.1).
- Note: Eligible Non-Phasing Player's units may use Reaction Movement during Step 3B2 (205.0).
- 3B3-3B5: These sub-steps are not used in *Basic F&E*.
 - 3B6: Phasing Player announces and begins deployment of mobile bases (510.22) and PDUs (and PGBs†) as per rule (508.32).

PHASE 4: RESERVE MOVEMENT

- 4A: Non-Phasing Player can move his designated Reserve Fleets (203.7).
- 4B: This step is not used in *Basic F&E*.

PHASE 5: COMBAT

Each hex in which both players have units becomes a Battle Hex. Phasing Player selects a Battle Hex and combat within that hex is completely resolved (using the steps below); repeat these steps for every Battle Hex until all combat is resolved (302.9).

PHASE 5 - STEP 1: WITHDRAWAL BEFORE COMBAT (302.1)

- 5-1A: Non-Phasing Player announces if he will withdraw (302.11).
- 5-1B: Phasing Player announces if he will oppose withdrawal (302.11).
- 5-1C: Non-Phasing Player conducts withdrawal [unopposed (302.12); opposed (302.13)] using retreat procedures in Phase 5 Step #7 below.
- 5-1D: Non-Phasing Player selects flagship of non-withdrawing force; this unit MUST serve as the flagship in the first combat round (302.133).
- 5-1E: Non-Phasing Player's cloaked ships can try to evade (306.1). If the chosen flagship successfully uses cloaked evasion (306.1) in Step 5-1D, then a new flagship must be chosen from any of the eligible units that failed to evade.
- 5-1F: If all defending units withdraw from the hex, the Battle Hex is resolved. If withdrawing forces contain crippled units, then attacker may choose to pursue using Phase 5 Step

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#8 below. If any opposing units remain in the hex then resolve combat using steps below. If there is no pursuit, proceed to the next Battle Hex and resolve that.

PHASE 5 - STEP 2: ACTION WITH BASES (302.2)

[If no base or base-like unit (302.211) is present, then go to Phase 5 Step 3.]

5-2A: APPROACH BATTLE

5-2A1: Attacker may use cloaking devices to avoid the approach battle (306.3), if so move to Phase 5 - Step #3 and include the base. Attacker may not use (306.2) in this Battle Hex.

5-2A2: Attacker offers approach battle (mandatory on first round if not avoided by use of cloaking devices) (302.22).

5-2A3: Defender accepts or rejects approach battle; if rejected move to Phase 5 - Step #2B, if accepted move to Phase 5 - Step #3 but do not include the base.

5-2A4: Approach battle is fought using combat steps below.

5-2B: BASE BATTLE

5-2B1: Attacker exercises option to retreat before combat at base (302.23); if attacker retreats then proceed to Phase 5 - Step #7.

5-2B2: Conduct base battle using combat steps below; see exception for Capital Assaults (511.5).

PHASE 5 - STEP 3: BATTLE FORCE DETERMINATION (302.3)

5-3A: Both players conduct second check to evaluate supply status for combat (410.22).

5-3B: Available forces are organized (302.31). Prior to the initial combat round only, determine if small-scale combat Battle Force size restrictions (310.11) apply; if so, small-scale combat (310.0) must be used in Phase 5 - Step #3B and all following rounds in that Battle Hex.

5-3C: Players secretly establish carrier and other escort groups (515.15). These cannot be changed until the Pursuit Phase. Exception (308.113). Certain tug and transport missions may be assigned; see (509.1).

5-3D: Players secretly select flagships (302.32) based on eligible Command Ratings (302.33). Use Command Points (first round only) to increase command limits (308.9).

5-3E: Players secretly select units to be in Battle Force, including drone bombardment ships and escorts. Designate units that are "in the web" (512.31). See (302.36) regarding minimum Battle Force requirements.

5-3F: This sub-step is not used in *Basic F&E*.

5-3G: Battle force deployments are announced; designate unit receiving Formation Bonus (308.7) and Scout Bonus (308.53). Designate uncrippled ships to tow crippled units from web (512.32). Reveal use of Command Points (308.92) and Drone Bombardment (309.0); all of this is done simultaneously.

5-3H: This sub-step is not used in *Basic F&E*.

5-3J: If applicable, resolve combat using small-scale combat (310.0), then skip to Phase 5 - Step 6.

PHASE 5 - STEP 3X: BATTLE INTENSITY (302.3X)

5-3X1: If fighting retreat, then set Battle Intensity Ratings of zero for the retreating force and 10 for the blocking force (302.772).

5-3X2: Each player selects a Battle Intensity Rating (304.1). Attacker may raise intensity after a fourth combat round involving non-ship units (304.5). See exceptions for fighting retreats (302.771) and non-mobile defenses (304.4).

5-3X3: Offensive use of cloaks (306.2) is resolved.

5-3X4: Determine Variable Battle Intensity (304.3).

PHASE 5 - STEP 4: DAMAGE DETERMINATION (302.4)

5-4A1: This sub-step is not used in *Basic F&E*.

5-4A2: Calculate EW shift [(308.51)].

5-4A3-A7: These sub-steps are not used in *Basic F&E*.

5-4B: This sub-step is not used in *Basic F&E*.

5-4C1: Calculation of Combat Potential.

5-4C2: Announce use of captured ships to gain +1 die roll modifier (305.21).

5-4C3: Players roll die to determine Damage Coefficient (302.42). See (308.6) for combining die-roll modifiers.

5-4C4: Determine Combat Damage Result based on BIR, die roll, and any shifts, e.g., (308.51).

5-4D: Remove captured ships used to gain benefit (305.21).

5-4E: Adjust damage result for minus points only (308.2).

5-4F: This sub-step is not used in *Basic F&E*.

5-4G: Determine if the attacker did sufficient damage in an Approach Battle to proceed to base (308.3) in the next round.

PHASE 5 - STEP 5: DIRECTED DAMAGE (302.5)

5-5A: This step is not used in *Basic F&E*.

5-5B: Phasing Player may select one Non-Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4).

5-5C: Non-Phasing Player may select one Phasing Player unit for Directed Damage and resolve this; exceptions: Pursuit (307.4).

5-5D: Adjust damage result for plus points (308.2).

5-5E: This sub-step is not used in *Basic F&E*.

PHASE 5 - STEP 6: DAMAGE ALLOCATION (302.6)

5-6A: Non-Phasing Player resolves general (non-directed) damage (302.6) to his units. See also (302.617).

5-6B: Phasing Player resolves general (non-directed) damage (302.6) to his units. See also (302.617).

5-6C: This sub-step is not used in *Basic F&E*.

5-6D: Both players resolve shock for maulers (308.42).

5-6E: Conduct ship transfers of fighters (501.6) and PFs (502.45).

5-6F: Surviving towing ships pull crippled units from web (512.32).

PHASE 5 - STEP 6X: TROOP ACTION INTERPHASE (302.6X)

5-6X1: Resolve Captured Ships (305.1); die roll modified by pursuit (305.12). Maulers may make separate capture attempt in lieu of their directed damage use (308.47).

5-6X2-3-4: These sub-steps are not used in *Basic F&E*.

5-6X5: Transfer or lose fighters and PFs as a result of a destroyed defense battalion.

5-6X6-8: These sub-steps are not used in *Basic F&E*.

5-6X9: Players may scuttle units they control (301.911).

PHASE 5 - STEP 7: RETREAT (302.7)

5-7A1: Defending Player first option to announce retreat (302.71).

5-7A2: Attacking Player option to announce retreat (302.71).

5-7A3: Defending Player last option to announce retreat (302.71).

5-7A4: If neither player retreats return to Phase 5 - Step #2; if both retreat, then the Defending Player conducts his retreat first (302.712).

5-7A5: If the Retreating Player leaves behind a base unit then return to Phase 5 - Step #2 until base is destroyed or if the other player chooses to retreat. Base units limit pursuit options (302.741).

5-7B: If one player chooses to pursue then proceed to Phase 5 - Step #8.

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- 5-7C: Analyze available retreat paths for ships (307.73).
 5-7D: Conduct ship retreat in accordance with the rules (302.72).
 Transports may be assigned to tow FRDs (509.1-F).

PHASE 5 - STEP 8: PURSUIT (302.8) and (307.0)

- 5-8A: Select pursuit units for attack against retreating ships and slow units (302.742); roll die to determine pursuit success; adjust die roll for declined approach battle (302.23).
 5-8B: Set up retreating Battle Force (307.3).
 5-8C: Conduct pursuit battle (repeating Phase 5, Step 3 through Step 6).
 5-8D: Conduct Slow Unit pursuit battle (repeating Phase 5, Step 3 through Step 6).
 5-8E: Once all pursuit is resolved for the Battle Hex (302.8), then retreat is conducted immediately (302.72), (302.72C).
 5-8F: Analyze available retreat paths for units (307.73).
 5-8G: Conduct unit retreat in accordance with the rules (302.72).

At the end of the Combat Phase, players may, but are not really required to, disband carrier groups and other groups.

PHASE 6: RETROGRADE MOVEMENT

- 6A: Evaluate supply status for retrograde (410.24).
 6B: This step is not used in *Basic F&E*.
 6C: Dissolve carrier and other groups as desired.
 6C1: Phasing Player can retrograde some, all or none of his ships within the limitations (206.0).
 6C2: This sub-step is not used in *F&E 2010*.
 6C3: This sub-step is not used in *F&E 2010*.
 6D: This step was eliminated in *F&E 2010*.
 6E: All players may replace fighters (501.5) and PFs (502.43) if in supply.
 6F: Crippled tugs may send pods back to fleet pod pool (509.43).
 6G: This step is not used in *Basic F&E*.

PHASE 7: FIELD REPAIRS (422.0)

- 7A: Evaluate supply status for field repairs (410.23).
 7B: Deploy repair ships [and a repair tug from the capital (422.8)] to any SMN or FRD (422.3). Transports may be assigned mission E (509.1).
 7C: Repair units may repair only ships of the same empire (420.434) and (422.22).
 7D: Remove repair ships from the board (422.22); return repair tugs to the capital (422.8)

PHASE 8: STRATEGIC MOVEMENT

- 8A: Move eligible units via Strategic Movement (204.2). Some tugs and transports may be assigned new missions as per (509.1).
 8B: Tugs in expeditionary fleets may exchange pods (411.75).
 8C: Phasing Player announces and begins deployment of mobile bases (510.22) and PDUs (or PGBs†) (508.32).

PHASE 9: ESTABLISH RESERVES

- 9A: Phasing Player establishes reserve units (507.1). Some tugs and transports may be assigned new missions as per (509.1).
 9B: This sub-step is not used in *Basic F&E*.

PHASE 10: FINAL ACTIVITY

- 10A-10B: These sub-steps are not used in *Basic F&E*.
 10C: All players assigns transport missions as appropriate under sub-sections of (509.1).
 10D: All players may scuttle any unit they control (301.911).

PHASE 11: ORION PIRATE OPERATIONS

- The Orion Pirates conduct their turn as follows.
 11A: Recover all ships deployed for piracy and still on the map and return them to the Orion Force Pool.
 11B: All leased ships return to Orion control.
 11C1: Repair any crippled ships.
 11C2: Orions purchase new ships by (504.31).
 11D: Empires offer bribes to Orions, see (504.33).
 11E: The Orion player (or committee) decides what bribes to accept.
 11F: The Orions offer ships for lease auction, see (504.33).
 11G: Empires bid on the Orion ships, and if successful, deploy them with their active fleets.
 11H: Orions deploy their ships available for Piracy using (504.34).
 The various empires deal with the ships during their turns as they would with any enemy.

This Sequence of Play was compiled by Chuck Strong and edited by Jeff Laikind and Steven P. Petrick.

END: SEQUENCE OF PLAY (105.0)

This ends one player's Player Turn; the other player then repeats the above steps for his (or her) Player Turn. When both (or all) players have completed their Player Turns, the Game Turn is over and the "TURN" marker is advanced to the next box on the Turn Record Track.

END OF RULE (105.0)**105 SEQUENCE**

(512.0) THOLIAN WEBS

All Tholian bases and their capital planet are surrounded by fields of energy known as webs. In practice, attacking ships must enter the web (trapping themselves) so that they can fire through it to destroy the power sources maintaining it. For this reason, Tholian bases are very difficult to attack. This is reflected by the following rules.

(512.1) DIRECTED DAMAGE

Directed Damage cannot be used against a Tholian base or planet. [Exception: SAFs (520.0) from *Combined Operations*.] Bases for this rule include starbases, battle stations, mobile bases, and any future bases which are designated as included in this rule. They do not include tugs in the process of deploying bases or repairing things, convoys, FRDs, or a tug serving as a supply point even though these might be “treated as a base” in various circumstances.

(512.2) BATTLE FORCE

The Tholians are not required to include the base or planet in their Battle Force and are not required to include more than three ships in the Battle Force. This is an exception to (302.36). If fewer than three ships (not equivalents) are available, the base/planet must be in the Battle Force. The three ships could be allied ships, but allied ships are not required to be used as long as three ships are used.

(512.3) ATTACKER WITHDRAWALS

(512.31) DESIGNATION Ships of the attacking Battle Force are designated as “in the web” or not.

(512.311) Those not in the web have an attack strength of zero, but are attacked by Directed Damage at 3-1.

(512.312) Ships allied to the Tholians are treated as Tholian ships for all purposes of this rule.

(512.313) Fighters and PFs formed into independent units must be designated as in or out of the web. Fighters or PFs in combat with their carrier/tender have the same status as their carrier/tender. Carriers or tenders sending their attrition units forward cannot be targeted by Tholian Directed Damage.

(512.314) If ships are stuck in the web, the Attacker cannot call for an approach battle or switch to a different target system in the same hex unless these “stuck” ships are abandoned and treated as captured.

(512.32) TRAPPED: Crippled ships in the web cannot be withdrawn from the Battle Force (even between rounds) unless an uncrippled ship or ships (each with a defense factor no more than two points lower than the trapped ship) outside of the web (but in the Battle Force) is assigned (at the end of the battle round) to pull them out of the web. The towing ship (or ships) is (are) designated before damage is resolved, and if destroyed, that ship cannot pull the cripple out of the web. This is an exception to (302.34). A tug can pull any size ship out of the web; an LTT can pull any ship with up to ten defense factors out of the web.

(512.33) SCOUTS: Scouts in the Battle Force but not in the web can use their EW factors. This is also true of the “free scout” (308.53).

(512.34) SPECIAL UNITS: SAFs† designated as “in the web” attack any base or PDU inside the web normally. Commando ships‡ cannot attack bases or PDUs inside a web (521.84).

(512.35) DRONE BOMBARDMENT: Drone bombardment (509.0) cannot be used against a lone base inside a web, but could be used if there are ships defending the base.

(512.4) THOLIANS ONLY

Non-Tholian bases cannot be protected by web. Bases cannot be transferred to or from the Tholians. Tholian bases outside of Tholian territory cannot use web if they do not have a supply path to the Tholian capital.

Tholians cannot send ships to another empire to build webs around that empire’s bases or planets.

(512.5) COMBAT EFFECTS

The web has no effect on formation bonus. Battle intensity for ships in the web is four (plus what the Tholian picks). If the base is destroyed, the web disappears.

There is a partial exception in the case of armed web tenders‡ (539.4).

END OF (512.0)**512 WEBS**

(515.0) CARRIER GROUPS

Within these rules, each player may create unique carrier groups, combining various carriers and escorts to take advantage of available ships or to seek more effective combat units. These rules are primarily intended to allow more flexibility, but have been structured to avoid the creation of unrealistic "super carrier groups". This modifies (308.1).

(515.1) GENERAL RULE

F&E 2010 provides a number of counters for individual carriers and escorts.

(515.11) GROUP: There are no carrier group counters in the *F&E 2010* edition of this game. Counters for individual carriers and escorts are on the map and are combined into carrier groups at various points in the Sequence of Play (105.0).

(515.12) SPECIFIC COMBINATIONS: Carriers need not be assigned the escorts historically used but can be given alternative escorts. For example, a Federation CVS could be assigned an NEC and a DWE instead of the traditional DE and FFE. In effect, players will continually create carrier groups and establish their own doctrine as to what escorts are best. The group is treated as per (308.1) for all purposes.

(515.13) REQUIRED SIZE: If a group does not have the requisite number of escorts, it functions normally but counts for command purposes as if it were the minimum size specified in (515.2). This is based on the current composition of the group. If a group had more than the minimum number of ships, the loss of any ships above the minimum does not require that command slots for those "missing" ships be left vacant unless the missing ship is the one required light escort (515.35).

(515.14) FORMATION: Players may form carrier groups at the start of the Combat Step for a Battle Hex. Those groups then remain intact until the Pursuit Step, when they might drop crippled ships.

(515.141) Simply place the carrier and its escorts together, and verbally designate them as a group. Note that this group designation is done once per Battle Hex, NOT at the start of each round.

(515.142) Escorts cannot be replaced or exchanged between combat rounds. Exception: FCRs‡ (526.353).

(515.143) Carriers without escorts will (except for single-ship carriers and hybrids) count as several ships in a Battle Force (515.542).

(515.144) A carrier that retreats into another Battle Hex during the same Combat Phase cannot get new escorts under the "once per Battle Hex" provision.

(515.15) TRANSFERRING ESCORTS: Rule (308.12) specifies that escorts can not be shifted between carrier groups after the Battle Force Determination Step (Phase 5, Step 3C). Escorts cannot be transferred between, into, or out of carrier groups during the Combat Procedure. During pursuit (Phase 5, Step 8), crippled escorts can be detached from carrier groups, and in some cases may have to be detached in accordance with (308.12).

(515.151) Escorts can be transferred between, into, or out of carrier groups at the start and end of the Combat Phase. If indi-

vidual carrier and escort counters are on the map in the Battle Hex, they must be formed into groups (or specified as not being in groups) at the start of the Combat Step (3C) (whether or not they are in the first Battle Force deployed) and this cannot be changed during the Combat Step (other than destroyed ships being removed). Groups cannot be reorganized, merged, or divided during the Combat Step (i.e., between rounds); exception: Pursuit. Escorts specified as "not in groups" cannot be added to groups during the Combat Step.

(515.152) During each Movement Step (Operational, Retrograde, Reserve, Strategic), carrier groups may be broken down into individual ships, and those ships may be treated under (515.14) and moved to different locations and formed into groups only when the force begins a Combat Step.

(515.153) Repair and replacement of escorts is conducted as provided in (308.13) except that escorts in the hex as unattached individual ships may be added to carrier groups.

(515.154) Escorts can be removed from carrier groups when the force is retreating, including a fighting retreat.

(515.16) TREATMENT OF GROUPS: When placed into combat, a carrier group is treated under (308.1) for purposes of Directed Damage regardless of whether it has a standard or non-standard escort group. In point of fact, there is no such thing as a "standard" escort group in the *F&E 2010* rules.

(515.2) TYPES OF GROUPS

(515.20) TYPES: There are three types of carrier groups, depending on the size of the carrier. See the SITs; data in the Notes column defines the category of each carrier. Note that generic designations are not precise as each empire uses them for its own concepts. For example, some light carriers are medium while others are indeed light. These Note column designations are for purposes of determining the required number of escorts and have no further effect.

(515.21) HEAVY carrier groups include a CVA (nine or more fighter factors) and three or four escorts. Minimum size is four ships; maximum size is five ships. SCSs are treated as CVAs for this purpose.

(515.211) The Lyran CV is artificially classed as a "heavy" carrier to reflect that the Lyrans always operated it with three escorts. If the ship is captured by another empire, they treat it as a "medium" carrier requiring two escorts.

(515.212) The Hydran CV is operated as a CVA until Turn #11, when the Hydrans began using it as an interdiction carrier‡ with two escorts instead of three.

(515.22) MEDIUM carrier groups include a CV, CVS, CVB, or similar ship (i.e., five-to-eight fighter factors) with two or three escorts. Minimum size is three ships; maximum size is four ships. Note that the Tholian CVA is classed as a medium carrier because the Tholians usually operated it with two escorts. The Hydran CVM is classed as a "medium" carrier because the Hydrans usually operated it with two escorts. *Fighter Operations* includes "interdiction carriers" which are cruiser-sized hulls with twelve fighter factors as well as "patrol" carriers which are light cruisers with nine fighter factors; these are "medium" carriers for purposes of the required escorts.

(515.23) LIGHT carrier groups include a CVE or CVL (four or fewer fighter factors) with one or two escorts. Minimum size is two ships; maximum size is three ships. Note that Lyran and Kzinti CVLs are in fact medium carriers.

515 GROUPS

FEDERATION & EMPIRE

900 RULES INDEX

This index covers all rules in *F&E (2010 Edition)*, *Fighter Operations*, *Combined Operations*, *Planetary Operations*, *Advanced Operations*, and *Strategic Operations*. Consult the Table of Contents to determine which rules are in expansions.

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 get home from a hard day of gaming.

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