

F&E 2010 ERRATTA (LPE)

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 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)** 2nd 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).
- (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

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

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 in this errata document.

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).

105 SEQUENCE**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 upgrade 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 #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).

105 SEQUENCE

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.
 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.

105 SEQUENCE

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

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.

A

Abbreviations for Ship Types: 760.0
 Accelerated Production: 431.37
 Accumulate Economic Points: 431.4
 Activations: 434.0
 Activations, Dreadnoughts: 442.51
Ad Hoc Escorts: 515.34
 Admirals: 316.0
 Advanced Combat Chart: 311.1
 Advanced Deficit Spending: 447.0
 Advanced Raids: 320.0
 Allied Forces Move as a Single Entity: 202.6
 Allied Forces, Retreating in Different Directions: 302.761
 Allowable Substitutions: 450.4
 Alternate Orion Pirate Rules, 533.0
 Annexing Provinces: 448.2
 Anti-Piracy Patrol: 600.33
 Approach Battles: 302.22
 Armed Priority Transports: 539.1
 Armed Web Tender, Tholian: 539.4
 Attacking Player: 301.3
 Attrition Units and X-Ships: 523.32
 Auxiliary Carriers: 513.1
 Auxiliary Drone Bombardment Ship: 526.5
 Auxiliary PFT: 526.4
 Auxiliary PFT for the Federation: 526.45
 Auxiliary Production: 442.9
 Auxiliary Scouts: 317.1
 Auxiliary SCS: 526.46
 Auxiliary Ships, Limit in Service: 762.0

B

B-10 (Klingon Battleship): 436.0
 Backdraft, Scenario: 619.0
 Base Crippling Cannot Create Minus Points: 302.615
 Base Repair a Function of SIDS: 420.6
 Base Station: 444.0
 Bases and Voluntary SIDS: 308.84
 Bases, Colonial: 446.5
 Bases, Construction and Conversion: 433.41
 Bases Creating Multi-System Hex: 302.212
 Bases, Effect on Battle Intensity: 304.4

Bases, Effect on Combat Procedure: 302.2
 Bases, Effect on Retreat: 302.741
 Bases, Fighter and PF Modules: 441.4
 Bases, Power Augmentation Modules: 441.5
 Bases, Special Construction: 441.0
 Bases, Tholian, Directed Damage: 512.1
 Battle Force: 302.3
 Battle Groups: 315
 Battle Hex: 301.2
 Battle Intensity: 304.0
 Battle Station: 433.41
 Battleships: 436.0, 318.31
 Battleships: Direct Purchase: 436.26
 Blockade Runner: 320.5

C

Campaign, Free: 652.0
 Campaign, Grand: 651.0
 Capital Defense and X-Ships: 523.37
 Capital Hex, Partial Retreat from: 302.723
 Capitals: 511.0
 Capitals, Assaults: 511.5
 Capitals, Defense Priority: 511.4
 Capitals, Economic Capacity: 430.4
 Capitals, Gorn: 511.11
 Capitals, List of Systems: 759.0
 Capitals, Replacement of Captured: 511.3
 Capitals, Romulans: 511.11
 Capitals, Tholians: 511.2
 Capturing Ships: 305.0
 Carnivons: 719.0
 Carrier Battle Group: 502.92
 Carrier Battle Group, Expanded: 318.43
 Carrier Battle Group, Limited Version: 318.42
 Carrier Group Damage Step: 308.1
 Carrier Group, List of Typical Ships: See Ship Information Tables.
 Carrier Group Replacing Ship in Production: 431.7
 Carrier Group Size Definitions: 515.1, 515.2
 Carrier Resupply Ships (FCR): 526.3
 Carriers: 501.0
 Carriers, Destruction of, Directed Damage: 501.7
 Carriers for F-111 Fighters: 527.2
 Carriers: Production by Conversion: 433.45
 Casual F-111 Squadrons: 527.26
 Casual PF Flotillas (CPF), Number of: 524.11

Casual PF Flotillas

Ceding Provinces: 448.1
 CEDS, Obsolete Carrier Escort Damage System, no longer used in the game rules (see GEDS): 308.1
 Classes of Ships, New: 525.5
 Cloaked Decoys: 538.0
 Cloaked Movement: 203.8
 Cloaked Ships: 306.0
 Coalition Invasion of Tholia, Causing Federation Limited War: 602.48
 Cold Front, Scenario: 614.0
 Colonial Bases: 446.5
 Colonial Development: 446.0
 Color of Counters: 103.1
 Combat Coefficient: 302.4
 Combat Potential: 302.4
 Combat Rounds: 301.2
 Combat, Single, Pirates: 504.4
 Combat, Small-Scale: 310.0
 Command Limit, Interaction with Battlegroups: 315.3
 Command Points: 308.9
 Command Rating, Effect of Admirals: 316.2
 Command Rating, Size of Battle Force: 302.33
 Command Ratings: 303.0, Ship Information Tables
 Commando Raids: 320.4
 Commercial Convoys: 443.0
 Conjectural Units: 513.4
 Conquered Provinces: 438.0
 Conversion: 433.0
 Conversion Costs: 751.0
 Conversion during Repair: 425.2
 Conversion Facility: 450.12
 Conversion, Flexible: 433.19, 450.5
 Conversion, Gorn HD to CM Exception: See SITs
 Conversion, Two-Step: 437.0
 Convoys: 414.0
 Convoys, Commercial: 443.0
 Convoys, Military: 526.1
 Counters, Back Side: 301.8
 Crippled Bases Lose Repair Ability: 420.62
 Crippled Tugs: 509.43
 Crippled Units: 301.8
 Crosswinds, Scenario: 618.0

D

Damage Allocation: 302.6
 Damage Allocation, X-Ship Exception: 523.35
 Damage Coefficient: 302.4
 Damage Points, Plus and Minus: 308.2
 Damage Status: 301.8
 Debt, National: 447.2
 Decoy, Cloak: 538.0
 Default on National Debt: 447.4
 Defending Player: 301.3

Ceding Provinces

Defense Battalions: 508.3
 Defense Units, Forward: 536.0
 Deficit Spending: 430.6
 Deficit Spending, Advanced: 447.0
 Demon of the Eastern Wind, Scenario: 621.0
 Depot Level Repairs: 424.0
 Design Credits: 810.0
 Devastating a Planet: 508.2
 Die-Roll Shifts: 308.6, 304.2
 Diplomacy: 540.0
 Directed Damage: 302.5
 Directed Damage, On Carrier Groups: 308.1
 Directed Damage, Tholian Bases: 512.1
 Directed Damage, Tholian Planet: 512.1
 Drone Bombardment, Kzinti Fast Drones: 318.1
 Drone Bombardment, Kzinti Pre-War Stockpile: 318.2
 Drone Bombardment Pods: 517.35
 Drone Bombardment Ships: 309.0
 Drone Raids: 320.21
 Drone Ship Substitutions: 440.2

E

Early Warning Network: 537.3
 Economic Exhaustion: 652.3
 Economic Points: 430.0
 Economic Points, Neutral Zones Count: 442.52
 Economic Points, Transportation of: 442.3
 Economics Chart: 753.0
 Effect of Bases: 410.4
 Electronic Warfare: 313.0
 Electronic Warfare, Effect of X-Ships: 523.38
 Energy Barrier: 207.1
 Engineer Regiments: 541.0
 Equivalent Hull Chart: see Ship Information Tables
 Errata, Fixed in Later Editions: 807.0
 Escort Carriers: 440.5
 Escorting Non-Carriers: 515.43
 Espionage: 534.0
 Expanded Carrier Groups: 318.43
 Expeditionary Fleets: 411.7

F

F-111 Heavy Fighters: 527.0
 F-111, GVX X-Ship Carrier: 527.27
 F-14/F-15, Planet-Based Squadrons: 502.95
 Factors (on Counters): 103.3
 Fast Carrier Resupply Ships: See FCR
 Fast Play Introduction: 606.0
 Fast Warships: 525.1
 Forward Carrier Resupply Ships: See FCR
 FCR: 526.3
 FCR, as Carrier Escorts: 526.35
 Federation CAD: 525.321
 Federation Carrier Battle Group: 502.92

Federation CLD: 525.322
 Federation CLV: 525.314
 Federation CVB: 432.5
 Federation E2 SWAC shuttles: 518.0
 Federation E3A Heavy SWAC: 317.3
 Federation Early War: 656.0
 Federation Express Transports: 539.3
 Federation FFB: 525.311, 539.6
 Federation Fighter Squadrons: 302.352
 Federation NVH: 440.1
 Federation Pre-War Limits: 602.17, 602.4, 603.122, 603.6, 654.0, 656.0, 600.3
 Federation Reaction: 318.3
 Federation Space (Game): 101.7
 Federation Third Way (Alternative to PFs): 502.9
 Field Repairs: 420.32
 Fighter and PF Swarms: 514.0
 Fighter Capacity: 501.2
 Fighter Raids: 320.22
 Fighter Squadron Size, Federation Exceptions: 302.352
 Fighter Squadron Size, Oversized: 318.8
 Fighter Strikes: 319.0
 Fighters: 501.0, 442.6
 Fighters, Heavy: 530.0
 Fighters, Independent, Carrier in Reserve: 302.35
 Fighters, Independent, Reaction Movement: 205.7
 Fighters, Megafighters: 535.0
 Fighters, Replacement of: 501.5
 Fighters, Transfer of: 501.6
 Fighting Retreat: 302.77
 Fire in the East, Scenario: 620.0
 Flagship: 302.32
 Flagship, and Command Points: 308.93
 Flagship, and SAF: 520.4
 Flagship, Base as: 303.3
 Flagship, Escort Group: 318.42
 Flagship, Frozen (SFG): 312.211
 Flagship, of Multi-Empire Battle Force: 302.32
 Flagship, of Reserve Fleets: 507.5
 Flagship, of Swarm Battle Force: 514.5
 Flagship, Tholian Exception: 303.91
 Fleet Activation: 600.3
 Fleet Control Charts: 104.0
 Fleet Repair Docks: 421.0
 Fleet Repair Docks, X-FRD: 523.45
 Fleets, Inactive: 600.3
 Fleets (Markers): 104.0
 Flexible Carrier Groups: 515.0
 Flexible Conversions: 450.5
 Flotilla, PF: 502.1
 Formation Bonus: 308.7
 Forward Carrier Resupply: see FCR
 Forward Defense Units: 536.0
 Four Powers War, Scenario: 607.0
 Free Fighter Factors: 431.74
 Free Fighter Factors, Use by Hydrans: 432.242
 Free Fighters, Production Line Conversion: 442.2

Free Scout, Fighter and PF Use in Battle: 308.53
 Future Belligerents: 503.4

G

Gale Force, Scenario: 608.0
 Garrison of Capital Hex: 508.23
 Garrison of Captured Territory: 508.23
 GEDS, Group Escort Damage System: 308.1
 Gorn Logistics: 442.7
 Gorn Marine Attacks: 308.87
 Gorn Off-Map Fleet: 506.5
 Gorn Pre-War Limits: 603.18, 603.5, 654.0, 600.3
 Ground Attacks Blocked by Monitors: 521.323
 Ground Combat: 521.0
 Group Counters: 103.22

H

Heavy Fighter Resupply Pods: 530.225
 Heavy Fighters: 530.0
 Heavy War Destroyer: 525.2
 Homeless Ships: 410.5
 Hospital Ships: 451.0
 Hurricane, Scenario: 603.0
 Hybrid Ships Conversion to Carrier: 432.241
 Hybrid Warships, Fighters and Command Limit: 302.332
 Hydran CHY: 525.317
 Hydran DDP: 525.315
 Hydran DDS: 525.323
 Hydran PGS: 525.318
 Hydran Expedition, Scenario: 611.0
 Hydran Fighter Conveyor Pallet: 513.5
 Hydran Fire Support Pallet: 513.6
 Hydran Heavy Lancer: 525.25
 Hydran Iron Chancellor: 525.316
 Hydran Old Colonies Shipyard: 511.321
 Hydran Pegasus Production: 709.2
 Hydran Pre-War Limits: 601.162
 Hydran Supply Tug: 509.5
 Hydran Treasury: 442.4

I

Inactive Fleets: 600.3
 Independent Attrition Units, Bases of: 205.76
 Inter-Stellar Concordium: 503.2
 Interest, on National Debt: 447.3
 Internment, Future Belligerent: 503.4
 Internment, Neutral Race: 503.11
 Internment, Orion Enclave: 503.5
 ISC, Neutral Zone Hexes Adjacent to: 503.24

J

Jindarians: 716.0

Jindarians

K

Klingon 77th Division: 513.2
 Klingon AD6: 525.325
 Klingon B8: 525.324
 Klingon Colonies in Tholian Capital: 511.22
 Klingon Delivery of KR's to Romulans: 652.4
 Klingon F6: 525.312, 539.6
 Klingon Penal Ships: 528.0
 Klingon Pre-War Limits: 601.161
 Klingon RKLs: 539.8
 Klingon Swarm Attacks: 514.0
 Koval's Lightning, Scenario: 609.0
 KR Maintenance: 442.8
 Kzinti 23rd Division: 513.3
 Kzinti CLD: 525.329
 Kzinti DDV: 525.313
 Kzinti DND: 525.328
 Kzinti Free Drone Bombardment Points: 309.4

L

Late Kingdom, Scenario: 616.0
 Leader Rule: 303.5
 Light Tactical Transports: 516.0
 Limited War: 654.0, 652.21, 652.22
 Logistics Task Forces (LTF): 526.2
 Long-Term Capture of Provinces: 438.1
 Lyran BCP: 525.4
 Lyran Democratic Republic (LDR): 503.1, 442.54
 Lyran DND: 525.326
 Lyran DNP: 525.4
 Lyran JagdPanther: 525.24
 Lyran STL: 525.327

M

Maelstrom, Scenario: 675.0
 Major General: 321.0
 Marine Major General: 321.0
 Markers: 103.4
 Markers, Contents Are Known: 104.1
 Maulers: 308.4
 Maulers, Against LTF: 526.253
 Maulers, Against X-Ships: 523.33
 Maulers, Used to Capture Ships: 308.47
 Maulers, Using Multiple Attacks in Pursuit: 308.47
 Maulers, X-Mauler Effect: 523.31
 Medium Shipyards: 450.2
 Megafighters: 535.0
 Military Convoys: 526.1
 Minus Points: Groups Must Use GEDS: 302.614
 Minus Points in Approach Battle: 308.25
 Minor Shipyard: 450.1

Klingon 77th Division

Mobile Bases in Inactive Fleets: 510.12, 600.30, 600.32
 Mobile Bases: 510.0
 Mobile Bases, Upgrading: 510.3
 Monitors: 519.0
 Monitors, Blocking Ground Attacks: 521.323
 Move, Which Units Cannot: 202.33
 Movement, Cloaked: 203.8
 Movement, Cost of: 202.2
 Movement, Cost of Operational: 203.2
 Movement, Keeping Track of: 202.7
 Movement, Off-Map: 207.0
 Movement, Operational: 203.0
 Movement, Order of: 202.6
 Movement Point Allowance: 202.3
 Movement, Reaction: 205.0
 Movement, Reaction/Operational Interaction: 203.6
 Movement, Reserve: 203.7
 Movement, Restrictions on Enemy Ships: 203.5
 Movement, Retreat: 302.7
 Movement, Retrograde: 206.0
 Movement, Special: 208.0
 Movement, Stacks: 203.4
 Movement, Strategic: 204.0
 Multi-Player Games: 301.6
 Multi-Sided Games, Combat: 301.7
 Multiple Players: 101.6

N

National Debt: 447.2
 Neo-Tholians: 525.7
 Neutral Empires: 503.0
 Neutral Empires, Supply Effect: 503.15
 Neutral Zone: 503.6, 442.52
 Neutral Zone, Capturing: 503.62
 Neutral Zone, Planets: 503.63
 Non-Ship Units: 756.0

O

Off-Map Areas, Combat: 506.0
 Off-Map Areas, Connections: 207.29
 Off-Map Areas, Economic Capacity: 430.5
 Off-Map Areas, Movement: 207.2
 Off-Map Areas, Survey: 505.2
 Off-Map Movement: 207.0
 Off-Map Raids: 534.4
 Operational Bases: 453.0
 Operational Movement: 203.0
 Order of Battle: 701.0
 Order of Movement: 202.6
 Orion Enclave: 503.5
 Orion Pirates: 504.0
 Orion Pirates, Alternate Rules: 533.0
 Orion Pirates, Auction: 504.33
 Orion Pirates, Bribes: 504.32
 Orion Pirates, Cloaks: 203.8

Orion Pirates, Deployments: 504.34
 Orion Pirates, Non-Player Option: 529.0
 Orion Pirates, Production: 504.31
 Orion Smuggling to Support Partial Grids: 410.34
 Overloaded Tugs: 763.0, 517.4
 Overproduction: 431.3
 Overproduction and Destroyed Shipyard: 431.36
 Override, Production: 450.3
 Oversized Fighter Squadrons: 318.8

P

Pallets for Monitors: 519.4
 Paravians: 718.0
 Partial Retreat from Capital Hex: 302.723
 Partial Retreat in Capital Hex: 511.54
 Partial Supply Grid: 413.4
 Penal Ships: 528.0, 539.5
 Percentages: 430.7
 PF Raids: 320.22
 PF Strikes: 319.0
 PFs: 502.0, see also all Fighter listings.
 PFs, Combat: 502.4
 PFs, Command: 302.35
 PFs, Command Rating: 303.7
 PFs, Deployment: 502.5
 PFs, Federation: 502.65
 PFs, Initial Deployment: 502.6
 PFs, Movement: 205.7
 PFs, on Bases or Planets: 502.31
 PFs, Orions: 502.8
 PFs, Production: 502.2
 PFs, Production Outside of Capital: 431.23
 PFs, Reaction Movement: 205.7
 PFs, Tenders: 502.32
 PFs, Transport Pods (PTP): 526.62
 Pinning: 203.5
 Pinning, and Fast Warships: 525.132
 Pinning, and X-Ships: 523.325
 Pinwheel, Tholian: 322.0
 Piracy Patrol: 600.33
 Pirate, Alternate Rules: 533.0
 Planetary Defense Units: 508.1
 Planetary Defense Units, EW: 317.2
 Planetary Defense Units, Production and Conversion: 433.42
 Planetary Ground Base: 441.1
 Planetary Repair Dock: 425.1
 Planets: 508.0
 Planets, Captured: 508.2
 Planets, Conquering: 508.2
 Planets, Directed Damage: 508.21
 Planets, Enemy Action Affects on: 430.3
 Planets, Recovery from Devastation: 508.25
 Planets, Tholian, Directed Damage: 512.1
 Plus and Minus Points: 308.2
 Pods: 517.0

Pods, Cost of Fighters on CV pods: 432.2
 Pods, Cost of PFs on PFT pods: 432.3
 Pods, CV Pods and Carrier Limit: 702.4
 Pods, CV Tugs and Escorts: 515.26
 Pods, Drone Bombardment: 517.35
 Pods, Hydran FCP: 513.5
 Pods, Hydran FSP: 513.6
 Pods, Number in Service: 517.1
 Pods, on Captured Tugs: 305.44
 Pods, on Crippled Tugs: 509.43
 Pods, on Destroyed Tug: 509.44
 Pods, on Klingon CVT: 432.732
 Pods, Overproduction Prohibited: 431.33
 Pods, Production: 431.22
 Pods, Repair (not repair of pods): 509.46, 509.1E
 Pods, Romulan Tugs and Repair: 422.8
 Pods, Salvage: 439.21
 Pods, Tugs in Expeditionary Fleet: 411.75
 Police Carriers: 531.4
 Police Flagships: 531.3
 Police Ships: 531.0, 314.243
 Pre-War Limits, Federation: 602.17, 602.4, 603.122, 603.6, 654.0, 600.3
 Pre-War Limits, Gorn: 603.18, 603.5, 654.0, 600.3
 Pre-War Limits, Romulan: 603.17, 603.15, 600.3
 Pre-War Limits, Tholian: 603.121, 604.15, 600.3
 Prime Teams: 522.0
 Prime Transports: 539.2
 Production, Accelerated: 431.37
 Production by Starbases: 431.5, 442.53
 Production, Carrier Group Substitution: 431.7
 Production Cost Chart: 752.0
 Production Cost: 432.0
 Production Costs for PFs: 502.21
 Production Limits at SB: 431.5
 Production Limits for Accelerated Production: 431.36, 431.37
 Production Limits for Auxiliary Carriers: 513.112
 Production Limits for Carriers and Escorts: 433.45, 515.5
 Production Limits for Drone Ships: 432.44, 440.2
 Production Limits for Federation NVH: 440.1, 527.21
 Production Limits for FRD, Convoys, MB, PDU: 431.2
 Production Limits for LTT: 516.1
 Production Limits for Monitor Pallets: 519.42
 Production Limits for PF: 431.23, 502.22
 Production Limits for PFT: 431.42
 Production Limits for Romulan Falcon: 431.63
 Production Limits for Scouts: 432.4
 Production Limits for SCS: 502.7
 Production Limits Romulan Modular Conversion: 433.43
 Production Limits without a Shipyard: 511.33
 Production Limits, Date Availability: 433.3
 Production Line Conversions: 442.2
 Production Overrides: 450.3

Production Overrides

Production Rates: 431.0
 Province, Annexing: 448.2
 Province, Ceding: 448.1
 Province, Conquest, Long-Term Capture: 438.1
 Province, Enemy Action Effects on: 430.2
 Province, Transferring: 448.0
 Pulses, Movement: 203.6
 Pursuit: 307.0
 Pursuit and Battle Groups: 315.7
 Pursuit and Fast Warships: 525.133
 Pursuit and X-Ships: 523.39

R

Raid: 314.0
 Raid, Advanced: 320.0
 Raid, Blockade Runner: 320.5
 Raid, Commando: 320.4
 Raid, Drone: 320.21
 Raid, Fighter-PF: 320.22
 Raid, Off-Map: 534.4
 Raid Pool: 314.1, 320.14, 320.24
 Raid, Ships Excluded: 314.132
 Rapid Combat Repair: 425.3
 Reaction, Extended, Units Out of Supply: 410.31
 Reaction, Fighters and PFs: 205.7
 Reaction, Long-Range: 205.3
 Reaction Movement: 205.0
 Reaction, Multiple: 205.5
 Reaction, to Sixth Pulse: 205.32
 Reaction Zones: 205.2
 Records Not Hidden: 101.2
 Repair, Conversion during: 425.2
 Repair Dock, Planetary: 425.1
 Repair, Fleet Repair Dock: 421.0
 Repair X-Bases: 523.42
 Repair: 420.0
 Repairs, Base: 420.4
 Repairs, Depot Level: 424.0
 Repairs, Plasma Exception: 420.423
 Repairs, Rapid Combat: 425.3
 Repairs, Repair Ships: 422.0
Reptilicon Revenged, Scenario: 613.0
 Rescue, Tug Mission W: 537.2
 Reserve Fleet, Battlegroups in: 315.1
 Reserve Markers: 507.0
 Reserve Movement: 203.7
 Reserve Units: 302.336
 Reserve Units, Designation of: 507.1
 Residual Defense Factor: 508.16
 Resistance Movements: 537.1
 Retreat: 302.7
 Retreat, Allied Forces in Separate Directions: 302.76
 Retreat, Fighting Withdrawal: 302.77

Retreat, Neutral Hex: 503.12
 Retreat, Priority of Hex Selection: 302.73
 Retreat, Slow Units, Special Rules: 302.742
 Retreat, Units Which Cannot: 302.741
 Retrograde Movement: 206.0
 Retrograde, Neutral Hex: 503.12
 Retrograde, Restrictions on: 206.33
 Romulan Imperial War Reserve: 704.1
 Romulan KDRs: 539.8
 Romulan KR Maintenance Costs: 442.8
 Romulan Modular DNs: 525.64
 Romulan Modular Ships: 433.43
 Romulan Pre-War Limits: 603.17, 603.15, 600.3
 Romulan Production Restrictions: 431.6
 Romulan Vulture DN: 525.66
 Rounds (of Combat): 301.2

S

Sabotage: 534.0
 Salvage: 439.0, 442.55
 Satellite Stockpile: 413.45
 Scale: 101.5
 Scenarios: 600.0
 Scout Pods: 317.5
 Scouts, Added to Battle Force: 308.53
 Scouts, Special Rules: 308.5
 Scouts, Which Units Are: 205.31
 Scrapping Ships: 447.5
 SCS Conversions: 442.1
 SCS Limits: 502.72
 Scuttling Ships and Bases: 301.9
 Sector Bases: 452.0
 Selling Starships to the WYN Cluster: 449.2
 Seltorians: 525.75
 Sequence of Play: 105.0
 SFG: see Stasis Field Generators
 Ship Class Chart: 755.0
 Ship Equivalent (of Fighters or PFs): 203.54
 Shipyard: 431.12
 Shipyard, Destruction of: 511.35
 Shipyard, Medium: 450.2
 Shipyard, Minor: 450.1
 Shipyard, Replacement of: 511.3
 Shock, Excessive, Causing Breakdown: 308.42
 Shock, Ships Subject to: 311.2
 SIDS, Use by LTF: 526.254
 Single Combat, Pirates: 504.4
 SIT and Ships Availability: 433.3
 Slow Unit Retreats: 302.742
 Small-Scale Combat: 310.0
 Space Control Ships: 502.7
 Space Control Pods: 526.61
 Special Attack Forces: 520.0
 Special Federation Fighters, Homeless Ships: 410.512
 Special Movement Rules: 208.0
 Squadron Counters: 103.21

Production Rates

Stacking Limits: 202.5
 Stacks, Contents Are Known: 104.1
 Stacks, Moving: 203.4
Star Fleet Battles, Description of: 101.7
Star Fleet Battles, Link with: 809.0
 Starbase: 433.41
 Starbase Incremental Damage System: 308.8
 Stasis Field Generators: 312.0
 Stasis Field Generators against LTF: 526.255
 Stasis Field Generators against X-Ships: 523.34
 Strategic Movement: 204.0
 Strategic Movement, Limits: 204.3
 Substitutions: 431.8
 Supply: 410.0
 Supply, Grid: 413.0
 Supply, Evaluated: 410.2
 Supply, Grid and X-Ships: 523.43
 Supply Grid, Partial: 413.4
 Supply Grid, Partial, Orion Smuggling: 410.341
 Supply Points: 412.0
 Supply Routes: 411.0
 Support Echelon: 302.563
 Survey Ships: 505.0, 542.0
 SWAC Shuttles: 518.0

T

Tempest, Scenario: 602.0
 Terms, Explanation of: 102.0
 Theater Transports: 539.7
 Tholian Armed Web Tender: 539.4
 Tholian Capital: 511.2
 Tholian Capital, Klingon Colonies: 511.22
 Tholian Command Rating Bonus: 303.93
 Tholian Gambit, Scenario: 615.0
 Tholian Limited Partnership: 604.151
 Tholian Pinwheel: 322.0
 Tholian Pre-War Limits: 603.121, 604.15, 600.3
 Tholian Reaction: 318.5
 Tholian Web: 512.0
 Tholian Web Snares: 318.6
 Tholians: 707.0, 503.3
 Three-Squadron Limit for Attrition Units: 302.332
 Thunder over Kzintai, Scenario: 610.0
 Timeline: 600.2
 Trade with WYN Cluster: 449.0
 Transferring Provinces: 448.0
 Transfers of Economic Points: 435.0, 442.3
 Treasury: 430.12
 Triangle Symbols on Carrier Counters: 440.3
 Tug, Alternate Uses for: 509.0
 Tug, Assignments, Expeditionary Exception: 411.75
 Tug, Carrier: 509.1B
 Tug, Crippled: 509.43
 Tug, Delivering PDUs: 433.42
 Tug, Delivery of EPs: 204.24, 207.292
 Tug, Designating Role: 509.32

Tug, Expeditionary Fleets: 411.75
 Tug, Formation Bonus: 308.73
 Tug, Installation of SFG: 312.12
 Tug, Movement of EPs in Satellite Stockpile: 413.45
 Tug, Moving Defense Battalions: 508.32
 Tug, Moving Economic Points: 435.0
 Tug, Moving FRDs: 421.21
 Tug, Moving Mobile Bases: 510.2
 Tug, Overloaded: 763.0
 Tug, Overproduction: 431.31
 Tug, PF Tenders: 502.33
 Tug, Pods: 509.3
 Tug, Repair Ship: 422.8
 Tug, Repairing Bases: 420.6
 Tug, Rescue Mission: 537.2
 Tug, Restricted Substitute (Romulan FE, Tholian CPC): 509.2
 Tug, Restriction of Salvage: 439.21
 Tug, Supply Source: 412.2
 Tug, Treated as a Base in Some Situations: 302.21
 Tug, Upgrading Bases: 433.41
 Tug, Use of Captured: 305.4
 Two-Step Conversions: 437.0
 Typhoon, Scenario: 605.0

U

Unconversion, No Profit: 433.241
 Unconversions: 440.4, 433.24, 433.25
 Unsupplied, Effects of Being: 410.3
 Unused Movement Functions: 202.4
 Use of Captured PFT: 305.46

V

Variable Battle Intensity: 304.3
 Victory Conditions (Default): 603.3
 Victory Conditions, Campaign: 651.2, 652.6
 Vudar Enclave: 617.5, 675.5

W

War Cruiser Leaders: 303.5
 War Destroyer Leaders: 303.5
 Wayward Wind, Scenario: 612.0
 Web Tender, Armed: 539.4
 Web, Tholian: 512.0
 Whirlwind, Scenario: 604.0
 Wind, Scenario: 601.0
 Winds of Fire, Scenario: 617.0
 Withdrawal: 302.1
 Withdrawal before Combat: 302.16
 WYN Star Cluster: 503.1
 WYN Star Cluster, Selling Warships to: 449.2

WYN Star Cluster, Selling

