

UPDATE

S8 PATROL SCENARIOS

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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.

Historically, battle forces are made up of the ships that were available rather than what a player might regard as a perfect force. A Federation DNG, BCG, three CCHs, six NCAs, and an NHS would never appear (although these rules would allow such a force to be created). While many players disparage the smaller ships in *SFB*, the reality is that most battle forces will be composed of a mixture of ships. Players who decide not to mix the smaller ships into their battle forces are robbing themselves much of the tactical flavor of the game system.

(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. Note: the only drones that are included in the BPV of a unit are type-I slow (or type-VI moderate in the case of type-E drone racks). See (FD2.45) and (FD10.6) for the costs of improved drones to include speed upgrades and when these are available. Exception: drone speeds are included in the BPV of advanced technology (X-ship) units.

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

(S8.141) WYN ships (other than the “fish ships” in *Module C3* and other later products) 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 (R8.1) of the pirates to limit their option mount selections (G15.44). 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. This is calculated both by the BPV of the force and by the total number of ships; neither can be more than 33%, but either might be much less. An example would be two BRs each with three disruptors and two type-A drone-racks (medium speed drones) in their option mounts (238 BPV). The rest of the force must include at least four ships (one of which is the command ship) and a minimum BPV of 476 points. (Optionally, 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 were selected by die roll, any force that invested in fighters would 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 (as cargo) 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 a player can have that command ship plus nine other ships. The command rating is only used to create the battle force; there is no reduction in the combat efficiency of the battle force if the command ship is destroyed or disengages and no remaining ship is technically able to command the remaining 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 displacement devices [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 displacement devices, no satellite ship that arrived inside a mothership could use one except by (G18.84). If one (or both) of the two Andromedan displacement

device-equipped units is an independent satellite ship (e.g., Anaconda) it could be a scout, mauler, or other numerically restricted satellite ship.

(S8.2211) Andromedan satellite ships, as opposed to sleds, do not normally appear without a mothership. In such cases where it is agreed that satellite ships will appear without a mothership, they must adhere to the rules on command ratings. Note that in a campaign it might be possible that satellite ships remain after their mothership has been destroyed and they may be trying to reach a rendezvous to be picked up by a mothership. Sleds are generally treated as cargo ships (S8.54) and auxiliaries (S8.51). See also (S8.271) and (S8.531).

(S8.2212) Andromedan mobile weapons platforms are treated as fighters at a base (including a ground base designed to operate them), and as any other satellite ship if carried by a mothership. Mobile weapons platforms can appear in a scenario without a mothership as fighters can, with the assumption that they launched from an acceptable base or mothership that is not present in the battle force. A maximum of three squadrons of twelve mobile weapons platforms can appear in a scenario independently if there is one mothership, but if there are two motherships only mobile weapons platforms carried by the motherships can appear. Exception: if the motherships are at a base, the base's mobile weapons platforms would operate normally.

(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 ten 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 ten are not increased. This represents the small area (and small fleet) involved and is used in lieu of command points (S8.24).

(S8.224) Some rules override command limits for certain ship types; see (E11.17) and (E12.16), and some tugs gain additional command capability from battle and carrier pods. See also (XS8.48).

(S8.225) The Jindarians have exceptions to some rules. See (R16.1F) and (R16.FB).

(S8.23) FIGHTERS AND PFs (GUNBOATS): Fighters and PFs do not count against the command limit if their carrier/PFT is in the battle. If operating independently, each squadron (of twelve fighters, or of six heavy fighters, or of six bombers) or flotilla (of six PFs or six interceptors) 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.

(S8.231) Partial squadrons or flotillas are combined to determine totals. A battle force that includes a DWV with eight fighters (or four heavy fighters) counts as eight fighters. The battle force might also have two casual PFs (counting as the equivalent of two more fighters) a PFT (with a full flotilla of six PFs) and a CVS with a squadron of twelve fighters.

(S8.232) Heavy fighters can replace non-heavy fighters, but no carrier (except a starbase) can have more than one squadron of heavy fighters, and it cannot operate heavy fighters at all if it is a true PF tender. Heavy fighters can only be deployed in full squad-

rons, i.e., a CVS must replace all twelve of its fighters with heavy fighters; a CVA must replace one full squadron. Carriers that operate a squadron of less than twelve fighters must replace all their fighters with heavy fighters. In cases where the carrier has an odd number of fighters, the odd fighter is converted to an admin shuttle.

(S8.24) COMMAND POINTS: The *F&E* game system gives each empire 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/flotillas (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) and are instead counted against the limits of (S8.47).

(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. [Playtest rules for this system may be developed after *CL#40* is released, but the concept is too complex to develop in the time remaining before *CL#40* goes to press.]

(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/bombers/PFs as two fighters) count as one base if there is no other.

(S8.271) Andromedan bases may have some satellite ships present. In no case can the number of satellite ships, exclusive of mobile weapons platforms and sleds, exceed the capacity of a Dominion Transport (R10.45). This would represent replacement satellite ships delivered to a forward base waiting to be picked up by a mothership. Satellite ships in excess of the command rating of the base cannot participate in combat, even if other satellite ships are destroyed, but can only disengage. Satellite ships on an Andromedan mothership arriving to reinforce the base operate normally under (S8.221). Mobile weapon platforms operating from the hangars on a base count as part of the base.

(S8.28) BATTLE GROUPS: When fleets organized for combat, they would include several elements. One might be the “battle line” consisting of the dreadnoughts and heavy cruisers. Another element would usually be the carrier group. The flag element included the flagship and scouts. Special elements might be created to conduct a particular type of attack (commando, drone bombardment, or mauler).

But the rest of the fleet, what was originally the bulk of the fleet, would be the generic light cruisers, destroyers, and frigates that screened the flanks, closed the gaps, or slipped in at the last second to deliver the *coup de grace* to a stricken target. These ships were generally known as “the battle group” and, while they

had many missions and did not comprise a single or integrated unit, they were administratively controlled by the senior regular line officer that did not have some special mission to oversee.

(S8.281) Purpose of a battle group: A battle group consists of six ships but counts as only five for command-rating purposes. It is, in essence, a way to replace five larger ships with six smaller ones. The forces on each side of a scenario may include one (and only one) battle group. The battle group does not have to operate together; it is simply an accounting procedure when calculating command limits.

(S8.282) Components of a battle group: Each battle group must consist of exactly six ships. No more than three of the ships in a battle group can be size class 3, and these may only be war cruisers or light cruisers with a movement cost of 0.75 or less. The other ships must be size-class-4 ships.

(S8.2821) Prohibited: The following types of units *cannot* be included in a battle group: Bases (including small or medium ground bases), non-ship units, fast ships, true carriers [exception (S8.2826)], PF tenders, auxiliaries [exception (S8.2826)], convoys, police ships [exception (S8.2826)], survey ships, minesweepers, maulers, repair ships, tugs, LTTs, any ship carrying a tug pod (or cargo pack), separated pods or pallets, SFG ships, NCAs, heavy cruisers, battle cruisers, heavy battlecruisers; units of any size class other than 3 or 4; independent fighter or PF units; Romulan War Eagles and all variants thereof; sublight ships, separated hull sections except as noted below, Klingon D6 and all variants thereof; Tholian CPC; carrier escorts (including FCRs) [exception (S8.2826)].

(S8.2822) Allowed: The following types of units *can* be included in a battle group [assuming that the base hull type is allowed by (S8.2821)]: regular warships, scouts, commando ships, hybrid ships, drone bombardment ships, penal ships of size classes that qualify (D5J, yes; D6J, no); Romulan BattleHawks (count as size class 3) and Snipes (which are size class 4). A Klingon D5G could be in a battle group but *not* if carrying a pod. X-ships can be included in battle groups only if the entire battle group consists of X-ships. A separated B10 boom is the size class of a heavy cruiser and cannot be used in a battle group.

(S8.2823) Empire: The ships of a battle group must come from empires which are allied with each other, but need not all be from the same empire. They could include Orion mercenaries.

(S8.2824) HDWs (including Lyran JGPs and Hydran LNHs) and Klingon F6s can be in battle groups, but count as size-class-3 war cruisers (for purposes of battle groups) even though they are size class 4. Such units cannot be included if they are in a configuration (e.g., carrier) prohibited by (S8.2821).

(S8.2825) Consorts: Ships which are part of a battle group could be the required ships needed for a mauler (S8.43), or for a stasis ship (S8.42), or for a drone ship (S8.47), or for a size class 2 ship (S8.331).

(S8.2826) Exceptions: A number of special cases form exceptions to (S8.2821) and would allow otherwise prohibited ships from being used in battle groups.

WYN and LDR auxiliaries can be used due to the nature of their operations, but only within their own home space.

LDR and Tholian police ships can be used in battle groups due to the nature of their operations, but only within their own home space.

Casual PFTs can be used while true PFTs cannot.

National Guard ships can be used unless they are of a type otherwise prohibited, such as PFTs.

Warp-capable booms and saucers (and Neo-Tholian command modules) can be used, but not rear hulls or other separated sections.

(S8.2827) Other conditions: Terrain has no effect on battle groups. Fleets began using battle groups about Y145, but some limited use may have been made as early as Y134. Exception: the Tholians and Seltorians were always able to use battle groups.

(S8.283) Carrier battle groups are used only by the Federation and only in Y181 or after. These consist of two carriers, each with their required escorts, and count as one less than the total number of ships. The two carriers must operate within eight hexes of each other if they use this bonus. Only one of the carriers can be size class 2, but both might be size class 3 or size class 4. Carrier battle groups cannot be combined with normal battle groups, i.e., a Federation battle force cannot include both a battle group and a carrier battle group. The carrier battle group can include one additional allowed escort for each carrier (S8.315).

(S8.284) Gunline battle groups are used only by the ISC. These must meet all requirements of battle groups with two exceptions:

(S8.2841) Six ships count as four ships for command-rating purposes.

(S8.2842) The six ships cannot include size-class-3 ships, only size class 4, and must include exactly three of the destroyer or war destroyer type and exactly three of the frigate type. Destroyer and frigate carrier escorts are considered part of the gunline battle group.

(S8.2843) ISC police corvettes and heavy police ships can be included in gunline battle groups.

(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. The most current data on the escorts and fighters used by various carriers is found in *Module G3A*.

(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 twelve fighters could reduce this by three. Round fractions 0.4 down, round fractions of 0.5 up, thus a ship a ship with ten fighters could reduce its total by three, but a ship with nine fighters could only reduce its total by two. A casual carrier with two fighters could drop one.

(S8.313) Fighters cannot be installed on non-carriers without mutual consent. Note the Federation F-7 and Gorn G-7 are modified shuttles and not true fighters.

(S8.314) The Romulans can substitute different escorts of the same size class in their carrier groups, e.g., a 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 class 2, size class 3, and size class 4). Size-class-2 carriers must have three escorts and can have four. Size-class-3 carriers must have two escorts and can have three. Size-class-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 empire. Non-carrier escorts cannot be used as carrier 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)]. Fast carriers operated without escorts while on

deep raids. If fast carriers appear as the sole ships, they need not have escorts, but they must be accompanied by their assigned escorts as any other carrier if appearing as part of a larger force. Fast carriers may, but are not required to, be accompanied by fast escorts if the mission is defined as being on a raid behind enemy lines. Fast carriers are currently limited to the Federation DVL and CVF; fast escorts are limited to the Federation FXE.

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

(S8.318) Escorts for carriers carrying heavy fighters cannot re-arm those fighters (J10.11), as they have no ready racks for them. Such escorts will be equipped with ready racks able to service the single-space fighters that empire 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, BOMBER, AND PF LIMIT: Except as noted below, a battle force cannot have more than three squadrons of fighters (a total of 36 fighters). Each heavy fighter, each bomber, and each PF/interceptor counts as two fighters against this limit. For purposes of this rule, one (and only one) carrier with an oversized squadron can be included within the limit of three squadrons (this allows a total of 48 fighters). Carriers considered to be carrying an oversized squadron have an "OS" in the Notes column of the Master Ship Chart. The fighters on a carrier with an oversized squadron still operate under the rules in (J4.46), i.e., the fighters on a carrier with an oversized squadron are two squadrons for all purposes except that they count as one squadron of twelve fighters against the fighter and PF limit. Note: *Module C4* and *Module C5* use these same limits. The Omega Octant (*Modules Ω1* through *Ω5*) has its own rules on the sizes of PF flotillas and fighter squadrons; in the Omega Octant those rules are used; see (OR1.F3) and (OR1.PF3).

(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 empires, 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 if their carrier is in the battle.

(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, e.g., if the year is Y179 fast drones would be special, but would cost only a 1/2 of a BPV point. Bombers can never operate from ships or space bases, but can only operate from a bomber base on a planet, moon, or asteroid. (Trust us, this rule will *never* be changed, however Jindarian asteroid ships form an exception and *Stellar Shadow Journal #1* provided a non-historical auxiliary bomber carrier.) 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, bombers, PFs, and interceptors on a base may not count against this limit if the base is in the scenario; see (S8.27). Note that bombers generally can only operate from ground bases.

(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.

(S8.327) Federation Third Way: If the battle is set in Y181 or later, a Federation force may have as many as 48 fighters (heavy fighters counting as two fighters) in four squadrons. This can be as many as 60 fighters if one of the carriers has an oversized squadron (i.e. two squadrons counting as one). This can only be done if the Federation is using a carrier battle group (S8.283).

Example: A Federation SCS group (A-20 squadron, F-14 squadron, F-18 squadron) in a CVBG with a Federation CVD group (two squadrons of F-18s).

(S8.328) Megapacks: The appearance of megafighters, other than some exceptions listed below, is always going to be a fairly rare occurrence as the system was far harder to maintain than booster packs, which is why booster packs were produced in far larger numbers. Megapack availability in patrol battles is governed by the following.

(S8.3281) Megapacks become generally available to the Klingons in Y177, and for all other empires in Y179.

(S8.3282) Prior to the year of general availability, some megapacks might be available as prototypes (up to two years before the year of introduction). Historically, the Klingons did not use megapacks on their active fronts so as to conceal their development, but they might have done so. Had Klingon prototype megapacks been employed in Y175, other empires might have discovered their technology and employed their own earlier than was done historically. Due to the secrecy of the development, the Klingons did not share the technology with the Romulans or the Lyrans for fear of it being leaked. Ultimately, the Klingons were correct about how easy it would be to copy the technology as the other empires had working prototypes almost immediately after encountering Klingon fighters with the system.

(S8.3283) No more than twelve fighter equivalents on each side in any given scenario can be megafighters. Exception: see (S8.3285). Whether the fighters are operating from an NVH, or a BATS, or are bombers operating from a ground base, only twelve fighter equivalents can be equipped with megapacks. Note that this limit is not by type, i.e., you cannot have twelve fighters from the planet, and twelve fighters from the BATS, and twelve fighters from a carrier all 36 equipped with megapacks. For this purpose a heavy fighter or bomber counts as two fighter equivalents. This limit is on the total number of units that can have megapacks.

(S8.3284) The overall limit is twelve megapacks on a side, and a player might choose to have one heavy bomber (based on the planet), six fighters (based on the orbiting base) and two heavy fighters on an NVH be equipped with megapacks.

(S8.3285) The Federation and the Hydrans form some exceptions to the above limits. There is an exception for the Federation in that 24 fighters can be equipped with megapacks if half (i.e., six F-111s counting as twelve fighters), or all, of them are F-111s. The Hydrans can operate up to twelve megafighters from a true carrier, and up to twelve additional megafighters (comprising all the fighters on a single ship) from a hybrid ship. Note specifically that this does not allow the Hydrans to have all of the fighters on an Iron Chan-

cellor be megafighters. If the Hydran battleforce includes more than seven ships, and none is a true carrier, two hybrid ships can operate megafighters. If the Hydran battleforce is ten or more ships, a maximum of 36 fighters (24 on hybrid ships and twelve on a true carrier) can be megafighters. Note that the limit is all of the fighters on one hybrid ship so the full 24 will not always be available (the usual maximum would be a Paladin and a Ranger at 21 fighters, but there is one Ragnar and it and a Paladin could use all 24).

(S8.3286) In all cases, players may make a wider use of megapacks in a given battle only if both (or all) players agree to do so. See the limits on the use of megapacks in campaigns in the various campaign updates published in *Captain's Log*.

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

(S8.331) There can be no more than one size-class-2 ship (dreadnoughts, battleships, most CVAs and SCSs) in the fleet. Most size-class-2 ships never appear with less than three other ships, two of them from the same empire as the size-class-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 ship 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, but is considered to be a BCH under this rule for all purposes.

(S8.334) Some size-class-2 ships, designated DNLs and including light battleships like the Klingon B9, are designed for independent raids and might appear in a scenario by themselves, or be accompanied by other fast ships. If such ships have required escorts, e.g., the Federation DVL, the escorts should be included.

(S8.34) PF TENDERS do not require escorts as carriers do, but carrier escorts may be assigned treating the PFT as the equivalent carrier type. See (S8.32) for a limit on PFs.

(S8.341) 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).

(S8.342) PFTs cannot be used without at least four PFs. Interceptors can be substituted for PFs up to three years after the owning empire gets PFs.

(S8.343) 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. If fast patrol ships are not in use, Lyran DNs and BCHs can be used as normal heavy ships under (S8.25). Even if PFs are being used, Lyran DNs and BCHs can be used without PFs if the Lyran player chooses to have other Lyran ships present operate his allowed PFs, or to simply not use PFs in that battle. The Romulan ROC cannot operate without PFs and the Romulans cannot use this ship unless it is carrying at least four PFs under this rule.

(S8.344) Two Romulan CHs count as one PFT slot (but two ships for command).

(S8.345) "Scout-Carriers" (with special sensors and six heavy fighters) count against the PFT limit.

(S8.346) Note that for purposes of this rule light PFTs (which includes the Federation ADW) found in *Module R11* are PFTs.

(S8.35) SCOUTS: There can be no more than one scout in the free scout slot (S8.35). 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. See (S8.47) for drone bombardment ships.

(S8.351) One PFT or 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 eight 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. Note that for purposes of this rule, light PFTs (which includes the Federation ADW) found in *Module R11* are PFTs.

(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). Exception: Romulan King Eagles are considered to be heavy cruisers, not command cruisers, for purposes of this rule.

(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).

NCA's are CA's (and can be freely mixed with CA's in squadrons led by CC's), not leader versions of CW's. CCH's are CC's, not leader versions of CC's.

CL's and CW's can be mixed in squadrons.

DD's and DW's can be mixed in squadrons.

Fast cruisers are considered to be cruisers of the equivalent type and can fill out cruiser squadrons of their equivalent types (CF in CA squadron, CWF in CW or CL squadron).

Scouts, commando ships, minesweepers, escorts, 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 the future simultaneously count 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/NCA's (but not CC's or CCH's) 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 Kestrel, Hawk, and Eagle series ships.

(S8.4) SPECIAL SHIP TYPES

(S8.41) CONJECTURAL SHIPS AND UNBUILT VARIANTS: There are various ships in SFB that do not exist for various reasons.

(S8.411) Conjectural ships cannot be used unless agreed otherwise. This is generally a rather straightforward decision except in one case: Federation PFs and their PFTs. 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, and impossible (S8.44), ships decisions. Conjectural ships are listed as CNJ in the warship status column.

(S8.412) Unbuilt variants: These ships, marked as UNV in the warship status column of the Master Ship Chart could have been built, but for various reasons were not. These ships can only be used in a battle force if the players agree to the use of unbuilt variant ships.

(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, OR IMPOSSIBLE 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).

(S8.441) Limited production ships are listed as such in the warship-status column of the Master Ship Chart. In some cases there was only one, listed as LPU in the warship status column, and sometimes two, listed as LP2 in the warship status column. There are also ships intended for mass production, but of which only one was built, listed as RPU in the warship status column, or

only two were built, listed as RP2 in the warship status column. When creating a battle force these limits should be applied if the battle force is to be historical, but the players can agree not to be bound by these limits, creating a non-historical larger deployment of these ships.

(S8.442) Unique ships are ships of which only one, or in some cases two, were ever built (see the ship description), and thus only one should appear in any historical battle force. These ships are listed as UNQ in the warship-status column of the Master Ship Chart. Players might agree beforehand to allow more of a ship design to be used than was historical.

(S8.443) Impossible ships are designs that, while desirable, were (as the name says) not possible to actually construct. This was usually a result of some clash of the technologies involved. The best example of this design is the advanced-technology light dreadnought. Impossible ships are labeled IMP in the warship-status column of the Master Ship Chart, and can only appear in a battle force if the players have agreed to their use.

(S8.444) Regular production limited ships labeled RPL in the warship-status column of the Master Ship Chart, and can appear in a battle force, but their ship descriptions should be referenced to determine their numbers. In most cases only one such ship should be used in any given battle force unless the players agree to allow more.

(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 either 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 one in a fleet of four-to-seven ships, two (of different size classes) in a fleet of eight or more ships. Alternatively, the entire battle force may consist of X-ships under the provisions of (XS8.48), or the battle force might include a squadron of three or four X-ships. Empires 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).

(S8.481) Partial X refits (XR0.0) may be used if the players agree. These are under the restrictions of (XR8.0). Players may agree to use XP refits in addition to the allowed limits on X-ships provided in (S8.48), e.g., in Y188 all of the ships might have partial X-refits and an X-squadron is present, or use them in place of pure X-ships, i.e., only XP refits are allowed.

(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 ten (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 three-to-seven 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 seven-to-eleven fighters, and true carriers (S8.321) requiring escorts with twelve 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) is 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 attacking a fixed installation or defending a fixed installation, FRD, or convoy.

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

(S8.521) Neo-Tholian ships are capable of separating and combining during a scenario. They cannot begin a scenario separated or be purchased as individual units unless the players agree beforehand to allow this. A campaign might result in a Neo-Tholian command module, or rear hull, which survived the destruction of the other unit and has to participate in a subsequent scenario.

(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.

(S8.531) Andormedan Immobilator (R11.66) and Concretor (R11.65) motherships are treated as monitors.

(S8.54) CARGO SHIPS (including freighters, cargo ships, cargo pods, cargo packs, cargo pallets, and cargo PFTs) 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.

(S8.541) All cargo ships except tugs, light tactical transports, fast

carrier resupply ships, and strategic transports are considered to be one ship for purposes of determining command rating requirements. However, the total number of ships cannot exceed the command rating of the flagship (S8.21) of the battle force, and no more than half the cargo ships can be large freighters and only one can be a huge freighter.

(S8.542) Armed freighters and Q-ships are treated as auxiliaries (S8.51) and count against the command rating of the flagship as individual ships.

(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 empire. 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).

(S8.57) FAST SHIPS: These ships (designated by an "F" in the notes column of the Master Ship Chart) were relatively rare and intended for use raiding behind enemy lines. They were also used to intercept fast ships raiding behind their own lines. No battle force can ever include more than one such ship.

(S8.58) SKIFFS AND MODULAR CUTTERS: These units will generally only be found in battles taking place near their ground bases (which might be in an asteroid field). They cannot be part of a battle in deep space (away from their base). This includes Stryker Skiffs, except that these might appear as part of an attack on an enemy planet.

(S8.6) MIXED ALLIED SQUADRONS

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

(S8.61) THE FLAGSHIP of the fleet must come from the empire that is providing the most ships (or equivalents, i.e., twelve fighters or six heavy fighters/PFs/interceptors). This count is based on ships and ship equivalents, and, as such, a frigate carries the same weight as a battlecruiser.

(S8.611) Bombers can appear in a battle force if it is near their base (S8.324); the players must agree this is so before the battle forces are created. Otherwise bombers may be part of planetary defenses. Six bombers, whether medium or heavy, count as one ship equivalent just as PFs or heavy fighters do.

(S8.612) If the ships and equivalents of a battle force are exactly equal, i.e. two empires each have six ships or equivalents, either may provide the flagship. This also applies in cases where ships or equivalents from three, or four, or more, allies are present.

(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 empire.

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" empire 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, as a normal PF, during a scenario to transfer crew or cargo. PF flotillas may not contain PFs from different empires. [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 empires and treat these all as being of their own empire, 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 empire. 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 empires.

(S8.66) ANDROMEDAN: If Andromedans are allied to a Galactic empire 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 displacement-device-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 size-class-2 unit and the other as the one allowed BCH.

NOTE: Ship classifications between various empires 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 (S8.0) UPDATE FOR CAPTAIN'S LOG #40
