

ENERGY COST OF OPERATING TEMPORAL ELEVATOR

BASE	SAT B	BS	BATS	SB
UNIT	Size 4	Size 3	Size 2	Size 1
ENERGY	4	6	8	16

The cost of elevation is increased for externally-docked units based on their size class. For example, a BATS with an externally docked Klingon F5 would pay 12 points (8+4). Units of size class 5 and smaller do not increase elevation cost.

**(G31.14) OPERATIONS CYCLE:** If the base descends to level 0, the temporal elevator is discharged and must be recharged before it can be used again. Arming cannot be started during that same turn with reserve or allocated power. This prevents a base from making multiple descents to zero or ascents from zero in a single turn.

**(G31.15) LEVELS:** The temporal elevator works by creating a time rift (G31.21). The extent of this rift is expressed in levels, each representing one additional hex of distance to cross. For example, a plasma torpedo approaching a base with a temporal elevator operating at level 5 would have to move an additional 5 hexes after entering the base's hex before actually impacting on the base. Units at level 0 are not "in" the elevator for any purpose.

One way to understand the operation of the temporal elevator is to imagine the base being moved one hex "up" above the map for each level. Seeking weapons would thus enter the hex of the base and then have to climb until they reach the base. This analogy is not entirely accurate, however, in that the firing arcs used to determine which of the base's weapons can engage the seeking weapon do not change from the initial determination. (The base is not really moving up; it is actually moving farther away from all six hex sides simultaneously. This concept, however, is more difficult to grasp.)

**(G31.151)** When the temporal elevator is first activated, the base is moved to level 1. Thereafter, the base can move up or down one level at a time. There must be a minimum of 4 impulses between any given change of levels. For example, the temporal elevator is activated on Impulse #17, moving the base to level 1. On Impulse #21, the base goes to level 2. The base could go to level 3 on Impulse #25, but for some tactical reason, delays this shift until Impulse #28. It could move to level 4 (or drop back to level 2) on Impulse #32.

**(G31.152)** Operation of the temporal elevator (including initial activation and subsequent changes in level) is conducted in Stage 6A2 Voluntary Movement, immediately before the movement of ships and seeking weapons.

**(C1.313) ORDER OF PRECEDENCE:** The following chart shows the correct order in which to move units which are moving in the same impulse. Units perform HETs during the step where they move.

1. Monsters move.
  - 1A. *Change in Temporal Elevation (G31.152) except seeking weapons.*
2. Ships move.
3. Nimble ships move (C11.0).
4. Fighters and shuttles (including those used as seeking weapons) move.
5. Seeking weapons move *or change temporal levels.*
6. Bases rotate (C3.7).
7. Ships make tactical maneuvers (C5.0).
8. Nimble ships make tactical maneuvers.
9. Fighters make tactical maneuvers. Non-fighter shuttles cannot Tac; see (C5.43).

**(G31.153)** The current level of the base itself is recorded on a play aid chart provided and is known to all units. The sample chart below is filled out for the example in (G31.151).

TEMPORAL ELEVATOR LEVEL CHANGE RECORD

CURRENT LEVEL	TIME OF CHANGE		NEW LEVEL
	TURN	IMPULSE	
0	6	17	1
1	6	21	2
2	6	28	3
3	6	32	4 (or 2?)

**(G31.154)** The highest possible TE level is 9. Units cannot be elevated to higher levels. A base at level 1 or higher can, however, transport objects to levels in the TE higher than itself (but still not higher than 9), perhaps to give a falling T-bomb time to arm. There are no negative levels.

**(G31.2) EFFECT OF TEMPORAL ELEVATOR**

**(G31.21) BASIC EFFECT:** The TE creates a time rift along a plane a short distance from the base. Only units at level 1 or higher are affected by these conditions. The presence of a TE in a hex does not affect fire or movement between other hexes which passes through a hex containing the TE.

**(G31.22) EFFECT ON SEEKING WEAPONS:** When seeking weapons enter the hex of a unit which is in a temporal elevator, they do not immediately strike the target. They must (using subsequent movement, just as if they were traversing extra hexes) continue to "move" (or "climb") toward the target. Note that this will, in effect, at least partially identify the target of those seeking weapons (F3.6).

**(G31.2201)** Seeking weapons targeted on other seeking weapons will hit if at the same level as their target, regardless of the original firing parameters.

**(G31.2202)** Scatter-packs which need to conduct evasion or station keeping will do so within the levels of the TE.

**(G31.2203)** Suicide freighters and deathrider PFs which have been released to seeking guidance are considered seeking weapons and can enter the elevator field.

**(G31.221)** The "movement" of these seeking weapons is recorded on a play-aid chart like that below. The first column is used to record the specific seeking weapon's identification *and the facing from which it entered the elevator.* (Certain other objects may also use this procedure; see the rules below.) The second column records the impulse in which the weapon entered the hex of the TE; this can be used later to verify that the weapon is at the correct level. (If the speed of the moving item is not 32, record the speed also.) The third column, consisting of nine boxes numbered 0-8, records the current level of the weapon. The lowest unchecked box is the current level. When the weapon first enters the hex, it is at level 0. As each impulse (when the weapon is scheduled to move) passes, the lowest box is checked off, indicating that the weapon is at the next higher level. When the level of the weapon equals the level of the target, the weapon has impacted on the target. (There is no need for a "9" box because, if the target is at that level, the weapon would hit when it reached it.)

OBJECTS AFFECTED BY TEMPORAL ELEVATOR

SW OR OBJECT ID	IMPULSE OF ENTRY	CURRENT LEVEL OF SEEKING WEAPON								
		0	1	2	3	4	5	6	7	8

**(G31.222)** Ships, non-seeking shuttles, and monsters cannot enter the temporal elevator field. Ships in the same hex with an elevated base are at level 0 except where provided below.

**(G31.2221)** Units already docked to the base can undock and will automatically descend at a rate of one level per impulse, including the impulse that the unit undocked or was dropped. (Movement of the unit in question is ignored, and any movement points are lost. It cannot change speeds in mid-turn, turn, perform an HET or TAC, use EM, dock, or disengage by any means, until the impulse after it reaches level 0. It cannot accumulate turn mode or sideslip points, or movement points to penetrate a web, while in the elevator. The undocked unit will maintain the original relative facing.) Anything launched by such a unit will descend at the same rate (except for seeking

weapons targeted on the base or on other units at higher levels in the elevator). Ships in the elevator are at range 0 (plus the difference in their respective levels) from each other; no unit in an elevator blocks fire to or from other units in the elevator.

**(G31.2222)** This procedure is also used for mines dropped from the hatch of a unit in the elevator or transported into the field. In this case, a dropped mine would arm when it first reached a level two levels below the current level of the dropping unit. If detonated in the elevator field, the bomb will affect only the hex it is in, and in fact will affect only units on its own level and the level immediately above and below that level. A T-bomb which explodes in the hex at level 0 will affect everything at level 0 in that hex and the six surrounding hexes, and will also affect units in the elevator field at level 1. Movement within a TE will trigger mines, but a mine's own "movement" cannot trigger itself. Falling mines cannot be swept.

**(G31.223)** Terrain has various effects which must be handled in specific ways.

**(G31.2231)** Terrain which covers a broad area, such as a radiation or heat zone, covers all levels of temporal elevation equally and without any delay. Planets, moons, asteroids, rings, and dust clouds, however, do not enter the elevator and remain at level 0 only.

**(G31.2232)** Moving terrain fronts, such as gravity waves or debris ejected from a nova, are a special case. When the wave or field enters the base hex, a small bit of it is detached (without creating a shadow or reducing the further progress of the wave) and begins "climbing" toward the base and is handled as per (G31.221). It impacts the base with the same effect as it would have after traversing the specified distance. Note that this type of moving terrain front could overtake and damage (or destroy) slower seeking weapons which were moving up the levels should the terrain reach the level of the weapon before the weapon reaches the level of the base.

**(G31.2233)** Bursts of energy (e.g., pulsar bursts) are resolved like direct-fire weapons (TE range adjustment).

**(G31.224)** ESGs require special procedures when they strike a hex with an active elevator. Everything in the elevator (at whatever level) is subject to being hit immediately (i.e., in that step) in addition to anything else (in another hex) which the sphere hit at the same time, but the priority for damage will be the order of the levels of the objects (from lowest to highest).

Those objects at level 0 are considered equally with anything else (in a different hex) that the sphere struck on that impulse. After these interactions (if any) are resolved, the remaining effect of the ESG (if any) is applied to anything at level 1 [obviously using (G23.52) for priority]. After the level 1 interactions (if any) are resolved, the remaining effect of the ESG (if any) is applied to anything at level 2, and so on.

**(G31.23) EFFECT ON RANGE:** The "true range" from a unit to the base is increased by the number of levels that the base is elevated. For example, a ship in the same hex as a base at level 5 would have a range to that base of 5, and the range from the base to the ship would also be 5. A ship in hex 1212 would be 9 hexes from a base at level 7 two hexes away in hex 1214.

This range increase affects everything, including direct-fire weapons; range limits for transporters and mine control, EW lending, controlling seeking weapons; and launch by displacement. Certain special cases are noted below. Andromedan bases would often use the temporal elevator to obtain the most advantageous range to attacking enemy ships.

**EXAMPLES:** A Federation ship at level 0 can fire non-overloaded photons at an elevated unit in the same hex at level 2 or higher because the true range is more than one. A ship at level 0 cannot fire overloaded weapons at an elevated unit in the same hex at level 9. A Federation ship at level 0 fires overloaded photons at an elevated unit in the same hex at level 3 without taking feedback damage because the target (while in the same hex) is actually 3 hexes away.

**(G31.231)** The firing arcs of the base's weapons are not affected. Those weapons able to fire through a given hex side may engage seeking weapons which entered the base's hex through that hex side.

**(G31.232)** Explosions of mines and ships are (like everything else) affected by the increased distance, and an explosion in the base's hex might not affect it, if the levels were sufficiently separate. Explosions in adjacent hexes will not affect units at level 1 or higher.

Explosions on a level will not affect adjacent hexes, but will only affect units on their own level and the level immediately above and below that level.

**(G31.233)** Ships inside or outside of the elevator may fire at seeking weapons in the elevator with the range adjusted for their respective levels. The distance between the two units is equal to the difference in their levels. For example, a ship at level 7 is 4 hexes from a drone at level 3.

**(G31.234)** Collateral damage (J3.3) against a wild weasel in the elevator field could affect only units at the same level.

**(G31.235)** Separate elevators have a cumulative effect on range. A base in 1210 at level 4 is 23 hexes from a base in 1223 at level 6.

**(G31.24) ABSORPTION:** The PA panels of units within the elevator absorb additional energy from the effects of the elevator itself. This is done during the Dogfight Resolution Interphase (6C) during the same step as PA panels absorb radiation damage.

**(G31.241)** The amount of energy absorbed depends on the level of the unit at the time of the Interphase. The table below indicates the amount of energy absorbed into each PA panel BANK (not box) during each PA panel radiation damage step. (This includes the "internal" banks on the BS.) Andromedan bases would often climb a few levels just to get energy to recharge their batteries.

<b>LEVEL</b>	1	2	3	4	5	6	7	8	9
<b>ENERGY</b>	1	2	3	3	4	4	5	5	6

**(G31.242)** Absorption applies to all units with PA panels in an elevator. It does not apply to units which never had PA panels.

**(G31.243)** Absorbed energy does not cause degradation (D10.32). If the panels are full, destroyed, or inactive, the unit ignores any further energy; it does not take internal damage.

**(G31.25) FACING:** The facing of units in an elevator is not changed by the elevator. With the exception of base rotations (which affect units docked to the base), no unit in an elevator can change its facing. When a seeking weapon enters an elevator, only weapons on units in the elevator which could fire into the hex from which the weapon came can fire at the weapon.

**(G31.3) SPECIAL CASES**

**(G31.31) TRACTOR BEAMS** to or from a base that activates an elevator field are broken when the base moves to level 1. (Exception: Units docked to the base externally maintain their tractors and docking.) Units in the elevator field cannot tractor each other, cannot be tracted, and cannot tractor units outside of the elevator.

**(G31.32) DISPLACEMENT DEVICES AND TRANSPORTERS:**  
**(G31.321)** Displacement devices can displace objects out of, but not into or within, an elevator, counting levels as additional hexes of range. A displacement device can be used by a unit in an elevator against another unit (in or out of the elevator), counting the levels as range (G31.23). Anything transported (G8.0) into an elevator hex is at level 0.

**(G31.322)** Transporters will function inside an elevator, and items can be transported into an elevator. However, all items transported into a field are subject to involuntary descent at the rate of one level per impulse (G31.222).

**(G31.33) STASIS FIELD GENERATORS** cannot affect an elevated base because of its positional stabilizers (G29.23). SFGs cannot affect other units in an elevator because of the interaction between the elevator and the SFG.

**(G31.34) SPECIAL SENSORS** are not blinded by the elevator and function normally, counting the levels involved as additional range (G31.23).

**(G31.35) WEB** cannot be at any level greater than zero. Web cast into a hex with a temporal elevator will be at level 0 and will not form inside the elevator itself. Web already in a hex with an Andromedan base will not rise to higher levels as the base elevates. The base effectively extricates itself from any web laid or cast into its hex. Units in an elevator cannot lay web (or form a pinwheel).

**(G31.36) SURPRISE:** Units which are “surprised” (D18.0) cannot operate a temporal elevator until activated.

**(G31.37) DEACTIVATION:** The temporal elevator can, under some cases, suddenly stop functioning, in which case the base will begin to descend at the maximum rate (G31.132). These cases include Energy Balance (D22.0), the base becoming uncontrolled (G2.2), failure to allocate power, or voluntarily (G31.1322).

**(G31.38) CLOAKING DEVICES** will not function inside an elevator due to the effects of the elevator field.

**(G31.39) DISSIPATION** of energy from PA panels is not affected by being in an elevator.

**(G32.0) PRIME TEAMS**

The Federation operates selected teams of individuals known as "Prime Teams." All other races operate similar units. A Prime Team is a group of 5—10 personnel trained for a variety of roles. They have the full capabilities of a crew unit, of a boarding party, of a commando squad, of a heavy weapons squad, of a hostage rescue team, of a scientific research unit, and of a diplomatic negotiation team.

**(G32.1) DEPLOYMENT**

All Prime Teams belong to fleet command headquarters, but some are more or less permanently assigned to key ships.

**(G32.11) FLAGSHIPS:** All command cruisers, survey cruisers, heavy command cruisers, heavy battlecruisers, diplomatic cruisers, dreadnoughts, and battleships nominally have a Prime Team on board. This can be added to the ship for the appropriate cost without counting against the limit of Commander's Option Points. True carriers cannot use this rule (G32.11). Hydran hybrid warships and Romulan Superhawk-A/Ks (not Bs) can use this rule.

**(G32.12) HEAVY CRUISERS:** Those ships classified as heavy cruisers can purchase a Prime Team, counting one-half the cost against the limit of Commander's Option Points.

**(G32.13) OTHER** ships, including carriers, can purchase a Prime Team as part of their Commander's Option Points.

**(G32.14) SPECIAL** scenario rules might assign a Prime Team to virtually any ship or might specify that a ship which normally has such a team does not have one for a given scenario.

**(G32.2) OPERATIONS**

**(G32.21) CREW:** A Prime Team is treated as single crew unit, but is in addition to the normal crew of a ship shown on the Master Ship Chart and SSD.

**(G32.211)** For purposes of the capacity of transporters or shuttles (or other similar cases), a Prime Team is treated as a boarding party (i.e., as half of a crew unit).