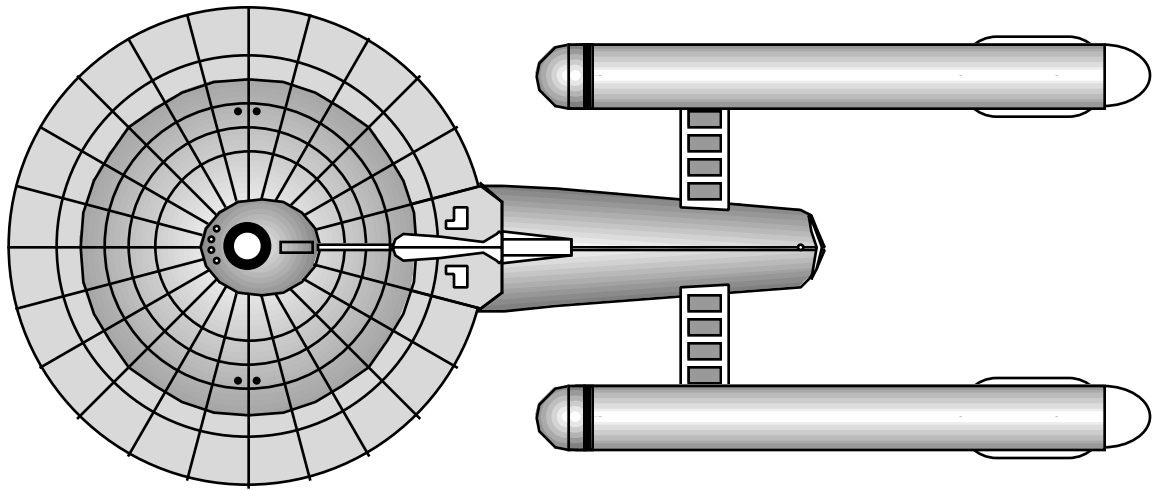


STARFLEET COMMAND

ONLINE CAMPAIGN COMBAT EDITION



Version 1.402c

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Goal

First off the goal of any game or game system is to have fun. Interplay's Starfleet Command (SFC) is a tactical starship combat simulation system based off of an old board game called Starfleet Battles (SFB). As fun as that gaming system is, when it comes to online game play, it inevitably degenerates into players taking the very best ships like the KHK's / KCR's / CLC's / DNH's and so on. With the system encompassing 300+ ships ranging in size between small Police Cutters to monstrous Battleships, this seems to be a terrible waste. So as an additional goal what this system will do, is give purpose and reason to play those other ships to the enjoyment of all.

I like to play a game with reasons behind the battles, attrition, saving a planet, guarding against a bases destruction in a key sector, invasion from an implacable enemy, or the encounter of enemy ship in deep space. All of these things add flavor and life to an otherwise endless stream of pointless "I'm better then you in battle using this same ship we always fight in", game. Here I'd like to offer you something different. This system is to enable the players a contest for the balance of powers between seven star empires. Back in 1989 when the last of our groups Federation and Empires (F&E) Meta game of our own design came to a close it was a sad day for me. It has always been a dream of mine to some day dust off my F&E and SFB games and do it again, but the difficulty of finding players and the inevitable arguments around obscure rules, it just never happened. With the computer age and SFC this is now possible. I have designed a system utilizing the Cyberboard computer tracking system to track and manage a larger more robust META system in order to give purpose to the randomness of online computer play for SFC. Doing what the old days of F&E could not do, make it easy to play a grand scale game with many people many people.

What's a META game you say? A Meta game is a system designed for large-scale multiplayer campaign play. It gives structure and the reason for playing a smaller system, which is used to represent a specific contest. With this META system and SFC, I hope to open a tremendous opportunity for enjoyment for you all to share, with myself and others like me.

Managers

The nice thing about this META system is that the managers (those that determine the overall strategy for a side) is entirely flexible. It can be played and managed by only two people, or managed with only two people with hundreds of players to assist them with battle resolutions, or with each empire managed by their own leaders, with each leader supported with a core of players to assist them with combat. That is entirely up to you the players on how you want to manage YOUR game.

Typically there would be at least two people who manage the strategy for there "side", who then get some players together to fight out the battles that occurred within the META campaign system.

1.0

Initial META concept

1.1 Joining the Meta

Go to the registration page and fill send in an E-mail to SFC Online Campaign. We will contact you and let you know of any openings. If we have no more available room, we will put you on a waiting list - first come, first served.

1.2 Introduction

This META system is loosely based on SFB and F&E by ADB and SFC's dynaverse's solo campaign. It is a campaign system representing six great star empires: United Federation of Planets, Klingon Empire, Romulan Star Empire, Lyran Star Empire, Hydran Kingdoms, and the Gorn Confederation! Each race or alliance vies for dominance with in the known Galaxy to rein supreme.

1.3 Being a Manager

Players must decide who will be the acting commanders or leaders for their sides, whether it is with two sides with two overall commanders/managers or with each races empire being managed by individual commanders. Once that is determined then any remaining players need to decide on which side or race they would like to play on.

1.4 Background

This game portrays the titanic struggle between three star-faring super powers. The Klingons, the Federation, and finally the Romulans were drawn into the General War (The most devastating interstellar conflict in history) when their allies became involved in a regional dispute. The Lyrans (A Klingon ally) are at war in the year 29, for the fifth time (counting only declared wars). The Klingons took advantage of an opportunity to eliminate the Hydrans permanently before they became formal Federation allies, or worse, Federation members. The Hydrans entered the war, to their regret, when they perceived that the Klingon-Lyran coalition would eliminate them as a Galactic power. They pushed the Hydrans back to their old colonies, but were unable to reach them in their old holdings. The Klingons and Lyrans redeployed their forces to face the hated Federation. The Klingons projected a five-year plan to build up the required forces to defeat the Federation. The Hydrans in a surprise move rebuilt and struck back at the Klingon-Lyran Coalition, fighting them back to the original borders. They called for Federation assistance and warned of the impending attack from the Klingons and Lyrans. Eventually, the Federation was forced to become involved, when the Lyrans, followed closely by the Klingons attacked the Federation frontier. The Romulans later were encouraged to attack the Federation by the Klingons, who convinced them that the Federation could not withstand a combined assault. The Gorns, who like the Lyrans had fought the Federation in the past in a border dispute, became Federation allies against the growing power of the coalition.

Within six years, the entire known region of the Galaxy was embroiled in the conflict. This was the first time that all of the races had been committed to a total war. The Alliance (Federation, Gorns, and Hydrans) had suffered heavily in the initial onslaught by the coalition (Including the Klingons, Lyrans and the Romulan empires). It took years to recapture the lost territory, and more years to drive the War home into Coalition territory. Historians are still debating the final outcome. Did one side win, or did all of the races simply quit fighting because they were no longer able to wage war?

Interesting footnote, the optimal battle plan for the coalition was initially to wipe out the Hydrans together in a concerted strike, but the unfortunate (for the coalition) slaying of a Lyran prince on the Federation border (Aboard the Red Claw CC+ "Sorcerer" vs The Pirate BC "Comet" at the hands of Captain Gilgamesh drove the Lyran emperor mad, when evidence seemed to implicate the Federation and while all ships were placed for a strike on the Hydrans, he ordered the Federation wiped out first. The

Klingons objected of course since they felt they were not ready to face the Federation, but had no choice but to follow... This is the story of what happened next...

1.41 Game Scale

Each hex represents an area roughly 500 parsecs (About 1.640 LY) across. While space is three-dimensional, the relative thickness of the galactic disk is sufficiently thin (less than 1,500 LY) to allow the galaxy to be represented in a 2D manner. Each turn represents a period of two months. Each chit presents a single ship, or base, or in some cases, a group or squadron of 2-3-4+ ships. The special 'convoy' markers indicate a larger group of ships.

1.42 Number of Players

The general war was fought between two groups, the Alliance and the Coalition. For this reason, the rules are (for the most part) written for two players (or two teams of players). In cases where a third (or several more) independent players are involved, the game rules will function in the same way but some wording may be technically inaccurate. This is stated here to avoid having 'or more' repeated a hundred times in the rules where they speak of actions by two 'or more' players.

1.43 Chronological Listing of the Grand Campaign game

Scenario (1.431)

Fall Y29: Lyrans attack Hydrans.

Spring Y30: Klingons attack Hydrans

Fall Y30:

Spring Y31: Hydrans attack Lyran-Klingon.

Fall Y31 Hydrans reestablish their boarder.

Spring Y32 Hydrans warn Federation

Scenario (1.432)

Fall Y32: Lyran-Klingons declare war on the Federation.

Spring Y33: Romulans declare war on the Federation.

Fall Y33: Gorns declare war on the Romulans

Scenario (1.433)

Spring Y34:

(Game start)

Fall Y34. Turn 1-3.

Spring Y35. Turn 4-6.

Fall Y35. Turn 7-9.

Spring Y36. Turn 10-12.

Fall Y36. Turn 13-15.

Spring Y37. Turn 16-18

Fall Y37. Turn 19-21.

Spring Y38. Turn 22-24

Fall Y38. Turn 25-27.

Scenario (1.434)

Spring Y39 to Spring Y47 where the War ends.

2.0

How to play the game

Each turn is considered to be one month of game time. Each turn progresses through five phases as follows:

- 1). Alliance forces setup
- 2). Coalition forces setup
- 3). Coalition turn phases -
 - A). Coalition forces move in order (see 2.2)
 - B). Alliance reaction movements (see 2.22)
 - C). Resolve all fights (see 2.7) (note A, B & C may be repeated several times, in a "phase")
 - D). All new builds are placed on the capitol (see 2.1)
 - E). Refit/repair (see 2.3)
- 4). Alliance turn phases -
 - A). Alliance forces move (see 2.2)
 - B). Coalition reaction movements (see 2.22)
 - C). Resolve all fights (see 2.7) (note A, B & C may be repeated several times)
 - D). All new builds are placed on capitol (see 2.1)
 - E). Refit/repair (see 2.3)
- 5). Update Campaign map
- 6). Update Calendar/turn chart
- 7). Return to # 3

See below for more details on each phase.

2.01 Time Limits

Since this game is played by e-mail, planning moves and resolving combat can take some time. Time limits have been implemented to enhance all the players' enjoyment of the game:

- Leaders will have 48 hours from the time they receive their turn to submit their turn data. Reaction from opposing leaders will have 24 hours to respond.
- Combat generated on a weekday will have 5 days to fight it out, if after 5 days no fight occurs or all of them not finished, attacker may complete them vs AI.
- Combat generated on a weekend has 3 days to fight it out.
- Turns not submitted on time without VERY good cause will be skipped for that "race".

It's up to the players and the leaders of those "races" to ensure their turn is done in a timely manner, SFC Online Campaign will not baby sit the players. A weekday is considered Sunday through Thursday, a weekend is considered to be Friday and Saturday.

2.1 Plan Production

Planned production only happens every 3 turns (6 months). All new ship builds are placed on each races capitol planet. Unless specified differently on the production chart. Click [here](#) to see the ship production chart. In the future we will go to a more advanced economic model where each fleet will decide what ships they want to build. Units that are placed on the map are considered to have moved that turn.

2.2 Move forces.

A side or race is allowed to move any or all of their pieces two hexes in a turn. This is standard movement, also allowed once per turn is one high speed movement or base movement per fleet. Each race has a reserve counter for each of their fleets to signify this kind of movement. Coalition forces move in the following order - Lyran, Klingon and Romulans. Alliance forces move in the order of Hydrans, Federation and Gorn's. NOTE: After a unit has moved, rotate the unit 90° (right click on the unit) to the right to indicate that such a unit had already moved. This is very important for determining which ships have a legal move, or are allowed reactionary movement.

2.201 Moving through Enemy Forces

There may be some cases where it may be possible with 2 hex movement to move through an enemy control/occupied hex if you have a *superior* force. This is a situation similar to when you are intercepted during a reaction move and your surviving force proceed with their plotted move. Only instead of being intercepted an opponent attempts to block or divert any possible attacking force prior to that attacking forces movement.

If a hex is occupied by an opposing force and you wish to plot "through" that force (ie force your way through), you must engage the opposing force with a force at least equal to the opposing force. You may match with more and this is recommended. If you do not defeat the opposing force, it may be possible for it to cut off the supply (if no other route for supply is available) of the "advancing" force the next turn. (See 2.51). This is different then when you are intercepted, when you move and someone reacts to your move, you fight the battle and if you win, your force continues on if you wish. If you do not have enough force to match the opposing force, you fleet is stopped.

If the diverted/interdicted force wins it's combat, it still has (if available) movement for reaction, but can no longer move that movement "phase", meaning it cannot continue with it's movement plotted for the main force. (Exception: See 2.202). It is still possible for an opponent to react to that hex, but if he does so, reaction engagement is used instead of this rule. IE, I move, you react more forces into your picket "force" hex and I stop entire force, any survivors move on to plotted destination.

2.202 Interdicting force retreat/withdrawal

Forces setup as an interdicting/picket force cannot retreat into the hex occupied that pushes past them and leaves an engagement force. They are also restricted as to when they can withdraw/retreat. The interdicting/picket force MUST engage those forces left behind, or it's function does not work in diverting the forces from the main fleet.

Engagement is defined as moving within 8k of an opponent and weapons fire exchanged.

FREX: A Hydran HN "Screen" is placed before a vital system, in the way of an attacking (or they assume attacking next "turn") Lyran battle fleet. The Lyran force comprises of a CC, 2xCA, CL and 2xFF. The Lyran commander wishes to "push" through, and leaves the CL behind in the hexed moved through containing a HN. The rest of the fleet move onto the Vital system. The HN cannot retreat out of the hex until after it engages the CL. If it instead retreats, the CL can continue on and be used by the "pushing through force".

2.21 High speed movement

Moving 4 hex's is allowed with within these conditions.

- Ship or ships must start in a hex friendly with a base.
- Ship or ships may move to any other friendly base within four hexes of that base.
- High speed movement is only possible between bases that have uninterrupted controlled hexes or do NOT have enemy ships inbetween.

NOTE: - A special chit is needed. Those are extremely limited in supply and belong to the fleet they start with, but then it can be transferred like other assets.

2.22 Reaction Movement Phase

Ships that do not move in the regular movement phase can move in the reaction movement phase during the opposing side's turn. This can only be done when enemy ships are next to your ships and your ships have not moved in that turn. If they use Reactionary movement before they get a chance to move normally, they considered to have moved for that turn.

- Ships have a reaction radius of 1 hex. This is considered their Zone of control.
- Ships in the same hex as a base, have a reaction radius of 2 hexes.
- Ships that are in the same fleet as a ship with special sensors have a 2 hex radius.
- High Speed Movement (2.21) may be used as a reaction move.

2.221 Effect of Cloak on Reaction

Ships that are cloaked and move within the reaction radius of an opponents ships, but do NOT trigger a reaction from those ships, unless they uncloak in their hex. Exception: Due to the better nature of the sensors on Stations (BASE, BATS, and SB), high speed movement may be used as reactionary movement into a base being attacked by a cloaked fleet. These ships are treated as a separate fleet for combat purposes though and may not be combined with any existing ships. Defender can choose which "fleet" defends first. See rule 2.4 on Cloaking for more detail.

2.23 Brown Bordered Hexes

Hexes with brown borders take an extra turn to traverse. Movement into and out of hexes with brown borders takes 2 turns. The Hydran Old Colonies is the exception to this rule, movement here takes 3 turns into and out of that hex.

2.231 Organia

Movement into Organia is like any brown boarded hex, with one exeption, strategic movement (base to base) may "ignore" the brown boarder, this simulates movement "around" their space, and since they are not entering their controlled space they are not slowed down. This is to discourage races from entering their space for the purpose of "War". Supply cannot be traced through their hex unless that hex is occupied first and controlled by a race.

2.3 Repair/Refit

All races can refit 1 cruiser or 2 frigate's per Production cycle (3 turns), except the federation and Klingons who can refit 2 cruisers or 4 frigates or 1 cruiser and 2 frigates. Refit's can be done at any base that has a shipyard marker present and the ship most stay there the whole time it takes to be converted (3 months) without moving or fighting. If it does either, the conversion is spent AND lost.

Refits in Meta are considered conversions. Actual refits (for example K7B to K7K), occur automatically as soon as those ships are available on the timeline for simplicity and the sanity of the graphic guy.

All races may use one of their refit "slots" to repair an equal ship (FREX: 1 Cruiser or 2 Frigates) and used to repair a ship in ANY of their bases on the map. Exception: Mobile bases cannot repair ships. A ship must be in the hex one turn, BEFORE repairs can begin. Repair takes one turn for damaged status and two turns for crippled status. If a ship is repaired and that hex is attacked and the base destroyed, the ship is destroyed with it. If a ship is moved while under repair it is damaged one step and all repairs lost. This means that crippled ships moved are destroyed.

2.31 FRD Repairs and MB/FRD Movement

FRD's and MB's need Tugs (special ships) or cruisers teaming up (2), or frigates teaming up (4) to move it. No combination of this is allowed.

- FRD's Take 1 turn to repair one level of damage. (No move, no fighting). Same rules follow as above on movement of a repairing ship, or destruction of the FRD.

- FRD repairs do NOT count against a races limitations on Base repair. (IE, 1 Cruiser or 2 Frigate limits).
- FRD's can repair ONE Cruiser (DD class and above) or TWO Frigates a turn.

2.4 Cloaking/Uncloaking

Cloaks your ship if you have cloaking device. On the Star Chart, when cloaked, your ship icon will be covered with a special chit. Enemy ships can only see you at range 0, that means they cannot "react" into your hex, unless they have a base present and only high speed movement from base to base is allowed. A cloaked ship may only move while under cloak one hex a turn. A Cloaked ship may not use high speed movement. A cloaked ship may react normally. You cannot cloak when out of supply.

2.41 Limitations on Cloak

If used, ships cannot recloak again until they move into a supply node. Be that a tug, MB, or BASE of any kind, once they have 'refueled'/recharged, they may strategically cloak again. A ship may remain cloaked as long as it wants to as long as it is in supply, until it uncloaks or engages in combat (where it must uncloak). This does NOT prevent them from using cloak in tactical combat.

Ships cannot be cloaked outside of supply, if they move outside of supply they are immediately revealed at the end of their turn and cannot recloak until they are resupplied, see 2.5 supply rules.

2.5 Supply

Out of supply. This means that if you are more then 5 hex's away from a friendly supply node, counting from the hex of that supply node. Exception: See 5.52. The 5 hex's must be unblocked by an enemy ship/fleet's zone of control, or controlled hexes.

- When out of supply, you travel at 1/2 speed (that includes when you play SFC to resolve fights), have no "equipment" on your ship (Fighters, Marines, spare parts, shuttles etc) and must head in a straight line towards the nearest friendly supply node.
- Unsupplied bases, and FRD's cannot repair units or convert ships.
- Ships are no longer considered out of supply when they are in an friendly or allied non-contested hex... in clear line of sight within range 5 of a supply node...nonetheless, they must continue to retreat until they reach a friendly base. They may then resume operations once they reach the supply node.

2.51 Determining Supply

- For movement supply is determined at the point a ship can move.
- For combat, supply is determined at the instant of combat.
- If a unit is out of supply BOTH times, it is considered out of supply for combat.
- If ships are in a hex with a friendly planet, and/or base it is always in supply.

2.52 Warship Supply Range

Although ordinary starships have are in supply within 5 hexes of a supply node. Warship class starships do not have the benefit, their supply range is 3 hexes from a supply node. This was because the endurance of the Warship class starships were sacrificed for nearly the same firepower of their pre-war cousins but are much cheaper to build.

2.53 Supply Nodes

Supply nodes are any friendly base/planet/tug ship or convoy. Tugs and Convoys are not supply nodes, they 'extend' supply nodes another 5 hexes, but they have to be in supply themselves to do this. Mobile

bases – MB, can be used as supply point extenders. They only function as such if they have been 'placed' by a tug. It takes one turn of no movement for a tug to 'place' a MB. If it is forced to retreat or is attacked during this turn, the MB is destroyed. It takes a full movement spent in one turn (2 move points) to disassemble a MB and make it moveable. A placed MB is treated as a Basestation. Two MB installed together or 1 Basestation and MB become a BATS. Four or a BATS and 2 MB's become a Starbase.

2.6 Fleet Release Status

The scenario rules refer to fleets (in the administrative sense shown in the annexes) as being 'available'. The owning player can move those fleets, which are available, freely. Unavailable fleets are guarding the various borders in question and cannot be moved until 'released' at which point they become 'available'. Fleets, which become available, remain so indefinitely. Other units can move into the territory of unreleased fleets, but then become unreleased themselves.

2.61 Unreleased fleets

Unreleased fleets cannot use reaction movement to move outside of their territory, but can react to enemy units inside of that territory or neutral zone. Note that in the event that enemy ships enter the area of the unreleased fleet, the fleet is immediately released and can use all forms of movement.

If the fleet is released (activated), all restrictions are dropped immediately. These rules cover only the unreleased fleets. Note that these rules as well as the fleet itself restrict the provinces occupied by an unreleased fleet.

Unreleased fleets are as follows:

- Lyran home fleet - Released if Lyran space is invaded by an opposing force, or one clan fleet is destroyed.
- Klingon home fleet - Released if Klingon space is invaded by an opposing force, or any one fleet sustains 75% casualties.
- Klingon Imperial reserves - Released if home WORLD is attacked or any two fleets sustain 50% casualties or one fleet is totally destroyed.
- Lyran Enemy Blood clan is released on turn 5 or when attacked by the Hydrans, whichever comes first.
- Klingon West Fleet is released on turn 5 or when attacked by the Hydrans, whichever comes first.

The ships, but not the bases, of an inactive fleet can be converted at the regional HQ base (usually a planet OR the central most base) if the race is at wartime status. A new mobile base could be established in that area but could not be upgraded. New Pre-War production ships (PWC) not specifically designated to a given fleet can be assigned to any fleet. New production ships built after the race is at war or limited war are released immediately upon completion.

2.62 Hydran Entry in Campaign

The Hydrans cannot be attacked for the first 4 turns of the campaign. The Lyran and Klingon fleets on their border are not considered released until the Hydrans cross the border or unless 4 turns occur. The Hydrans are free to attack at any time they desire. This means that their enemies can attack starting on turn 5.

2.7 Battles

Anytime there are at least two opposing forces in a single hex, battle has occurred. Battles must try to keep the ratio of combat roughly the same between combatants, for both the players and ships. For example: If a force of 2 CA's on one side faces 4 FF's. The ratio here is 2-1, so it's possible fight this as one fight or it can be broken down into a CA vs two FF's. That is dependant on the defender and connection stability.

2.71 Battle resolution

Battles will be fought using the Starfleet Command (SFC) game system. Sometimes more ships will be present in a battle hex than can comfortably be played in SFC for this reason a defender may wish to break the battle into smaller groups. Regardless of the defender's wants though, ratios must still be met. Battle proceeds as follows: If the defender desires or the battle is too big to play easily online, the defender breaks up all (or some) of his units in the combat hex into battle groups conforming to the ratio for ships as much as possible. These are then controlled by 'each' player whose ratio is also as close as possible. For each of the defender's battle groups, the attacker designates which of his units will attack which defending battle group. Unallocated units are in reserve. These battles are resolved using the SFC game system. Any ship leaving the game field while an enemy ship remains has disengaged, (see rule 2.71511). Any surviving or reserve units repeat this procedure until only one race's units remain in the combat hex. Bases are a special situation, they although can be used for C&C purposes (See rule 2.711), they are NOT counted against the ratio, but can be (and should be) a part of the defending side's forces if broken into smaller groups until that base is destroyed. The reason they are not counted in the ratio is because they are present in all battles (if split up) until destroyed.

FREX: A defender has a Basestation and 2 defending ships. That attacker brings in 5 attacking ships. The odds are roughly 2 to 5. The defender decides he wants to break it down into groups (perhaps not has been cranky), He makes one group one ship and the other group one ship, and has the BASE to use in each as long as the base is alive. The attacker, using the ratio can bring 2.5 ships (or rounded to 3) in the attack. The defender can play with 1 player and the attacker with three (2.5 rounded out).

If due to a large battle a player drops and is still an integral part of the battle, the battle is to be immediately halted. Note all current ships status and then drop from the game. Restart it with the assets currently available at the POINT of the drop and continue the battle. Repeat this process until the battle is completed.

2.711 Command and Control

- Command and Control is implemented (not necessarily stack limits). What this means is that a "Fleet" that will fight will only be able to engage with so many ships based on the command rating of the best ship there. The command ratings are as follows:
 - Starbase - 12
 - BB/DN/BCH - 10
 - CC/CAW - 9
 - CWL/CA - 8
 - CW - 7
 - DWL/CL - 6
 - FFL/DD - 5
 - DW - 4
 - FF - 3
 - Escort - 2
 - All others - 1

FREX: A Heavy Cruiser will have a C&C rating of 8, if there were 10 ships in a hex for combat for that race they will only be able to use 8 ships in combat, the other 2 would not be useable except perhaps next turn. Exception, bases. When assaulting a base, the "attackers" can use x1 C&C of best ship vs Base Stations, x1.5 C&C rating of best ship vs BATS and x2 C&C rating of best ship vs SB's. These must be leader class vessels when attacking Bases.

The numbers on the ship counters on the strategic map is the Command and Control rating for that ship type.

2.7112 Combat error

People are human and sometimes humans make mistakes. In those rare cases, that happens, these

rules are to be the last and final choice available if no equitable solution among players can be determined within a reasonable time to settle their differences.

2.71121 Accidental wrong ship equal to or less then intended.

If a player or players mistakenly takes an incorrect subvariant or just plainly the wrong ship and for some reason BOTH sides fail to notice and announce the error and that battle if fought to completion, the battle is simply re-fought. Consider the previous battle a fun game / interlude. If it is discovered in game, the battle is ended immediately and redone. Remember folks the purpose is to have fun and for the game to be fair. Rules lawyers don't prosper, players do, benefit of the doubt should ALWAYS be in player favor.

2.71122 Accidental wrong ship greater then intended.

If a player or players mistakenly takes an incorrect ship superior to the one he should have played 2.71121 is followed, BUT after the fight, his ship(s) incorrectly chosen the first time are damaged one step after the re-fought battle. This means, undamaged becomes damaged, damaged becomes crippled and crippled becomes destroyed. This only happens if the battle is fought to completion, if the error is caught before completion, simply quit and refight no penalty.

2.71123 Accidentally outfitting ship with more equipment (Ship Dock).

If a player or players are found to have outfitted their ships with more equipment then they were allotted according to the rules, then after the battle their ships are damaged one step as per 2.71123 after the battle is fought. If the opposing side wishes they may invoke a complete replay and it is their right to do so, but if they do not, this rule activates for the player(s) in error. If a refight is demanded, no penalty.

2.72 Battles with Bases Present

Any battles that have the Bases present (Bases are Basestations, Battlestations, or Starbases) may add the Base to the defenders forces. They are to be used for each battle until the base is destroyed.

2.721 Abandoning Bases

Abandonment is defined as leaving a base undefended during a reaction movement. This means if you had defenders in a hex with any kind of base present and then in reaction to an attack on that hex you remove all ships, you have abandoned this base (evacuated). This leaves your base vulnerable to capture with some restrictions. If the base fails to be captured, it is considered that your forces managed to place enough demolition charges destroying the base as you evacuated/abandoned the base. Abandoned bases CANNOT defend themselves as they are considered to have been evacuated. Hexes abandoned in this manner, awards control over to the attacking side immediately after the capture/destruction determination is made.

2.7112 Capturing Abandoned Bases

When a base is abandoned, the attacking ships present have a percent chance to capture the base before it is destroyed modified as follows:

For each transporter from each ship: +1%

For each Commando vessel available:

Frigate class:	+3%
Cruiser class:	+6%
Gorn and Lyran racial bonus:	+2%(total)
Hydran racial bonus:	-1%(total)
Basestations (including MB and FDR):	-10%
Battlestations:	-5%
Starbases:	0%
Romulan Bases:	-10% bonus

You'll note that smaller bases are harder (in this case) to capture than bigger ones. This is because smaller stations under stressful evacuations will be easier to self-destruct (due to the smaller size) than very large Starbases.

2.712 Default ship resources

- Medium speed missiles.
- Type I Missiles for all ships CL sized or below.
- Type IV Missiles may be used on CA or larger.
- x2 Reloads. (Unless ship naturally carries more.)
- And as many of TOTAL number of shuttles as you can have MAX admin shuttles.
- Example: Klingon D7 can have 2 admin shuttles, so you can choose any 2 shuttlecrafts. (Even if they both are scatter packs). NOT 2 scatter packs, and 2x WW, and 2x Suicide, and 2x admin, etc.
- Exceptions: Missile ships (D6D/DF+/NCD/D5D) have MAX AMMO but those will have the SLOW SPEED variety missile.
- No extra repair parts.
- No extra mines.
- No extra marines.

2.713 Default Hydran fighters

2/3 Interceptors (Type 2 fighter) for group 1 and group 2.

1/3 The 4th type of fighter. for group 3.

If only 1 group, it is Type 2.

- Fighters are replaced between battles where there has been STRATEGIC movement. (On the big map).
- Hydran ships out of supply do NOT have fighters.

Example: If a Ranger were to fight in 3 consecutive battles and had lost those fighters in the first battle, it would be without fighters afterwards.

2.714 Tugs, FRDs and MB

- Tugs use existing ships to represent them in SFC. Not perfect but close enough. Here is a breakdown:
- Klingon TGA = D7B
- Klingon TGB = D6B

- Romulan KRT = KRGB
- Romulan FE = CER
- Romulan R-FE = R-CER
- Three FE's = 1 Tug
- FedTug = CLH
- Lyran TGD = CC
- Lyran TGC = CA
- Hydran TG = Best Commando (CA)
- Gorn TG = Best Commando (CA)
- FRD and MB use shipyard and defense satellite.

2.715 Representing Damage

Ships that are damaged in previous battle that have not repaired before the next battle fight as the best available commando vessel of that class, and as the worse commando vessel of that class if crippled. Both have no resources, (parts, marines, mines etc). Taking advantage of a bug in SFC we can do this. Chose the commando vessel and then the shipyard, click on default and it will “erase” all resources on the ship.

- Light Damage is upto 10% damage on the Hull meter, this is treated as damaged for combat rounds only and does not carry forward to a campaign turn.
- Damaged is considered any kind of damage from 11% up to 50% hull reduction. This damage is carried over into a campaign turn as Damaged.
- Crippled status is 51% hull damage or greater.

Bases that are damaged but not destroyed are represented as the next step that of base down, if no next step is available it drops to next available class down. So a SB+ would be an BATSR, and a BATS would be a Basestation-R, a Basestation still be present. A Base that is not destroyed during a combat turn is fully repaired in a campaign turn. Damage is only represented during combat.

2.7151 Crippled ship movement in Meta

If a ship is crippled, its movement is halved on the strategic map, or if assisted by a ship of equal class, it may move normally if paired with that ship. When played in SFC, the crippled ship movement may never exceed a speed of 20.

2.71511 Disengagement from Battle

If a crippled ship disengages from battle it is considered destroyed, since they are not capable of warp speeds to escape. If a damaged ship disengages from battle, they must move towards the nearest friendly base.

2.73 Practical limitations of SFC

Fleet actions with Hydrans may cause lag due to massive numbers of fighters. These steps are recommended for all games where lag is an issue.

- Lower game speed to 4 or 5. This works wonders against lag.
- Limit games to those between players with good relative connections to one another (Players are not associated to ships but to fleets. Just grab those that have good connections).
- Battles will be broken up when ships too numerous.

- Try using Kali (if all players can use it) or TCP/IP, if Mplayer is doing poorly that day.

2.74 Reporting Battles

At the end of each battle, screenshots should be made (F12) of the end screen and submitted to the managers so they can verify the results of those battles as well as the movie recording. This is really only necessary if the players disagree on battle results.

2.8 Winning

To win the game, one side or the other must cripple two of other sides empires. An empire is crippled when its homeworld is captured. With these following restrictions:

- Gorns have three Homeworlds – all must fall before they are crippled.
- Romulans have two Homeworlds – both must fall before they are crippled.
- Lyrans are a confederate Monarchy, Each “clan” has it’s own Homeworld, capturing that homeworld cripples that “sector” and associated fleet.
- Hydrans have a special consideration. The old Colonies cannot be captured in the game. If their Homeworld falls, the Old Colonies automatically become their new Homeworld after 6 turns.

2.81 Crippled Empires

When a race (or clan) is crippled, no production is allowed, but the units remain active and behave under all other rules. A crippled race’s homeworld could be re-captured, and that race would no longer be crippled. If after 6 turns a crippled empire has not regained it’s homeworld, it surrenders. Any ships in allied territory "join" that territory, but may not be able to be fully supplied.

FREX: The Hydran's homeworld is captured and they were unable to regain their homeworld, and their ships were in Federation space at that time, they would be considered Federation ships, but the Federation could not supply them with fighters.

Special consideration: The Hydrans Old Colonies can become their homeworld. Anyships not in the old Colonies at the time this happens, are lost to the Hydrans expect as listed above, but then those ships would be owned and controlled by the "allied" race.

If a homeworld is "recaptured" it would not be able to produce any ships for 6 more turns, but no longer risks surrendering. If the homeworld is subsequently recaptured once more, the process starts over.

2.9 Production Chart

- All races may substitute a CA class vessel for a Tug once a year.
- All races may substitute 2xCA or one DN class vessel for a MB or FRD.
- During a production cycle, if three or more classes of a vessel are built, the 3rd vessel is considered a leader class vessel for that class if that class has a leader class vessel available for it.

Turn	Ships	Race	Comments
Spring 34-40	DN CA 3xCW 3xDW 3xFF	Lyran	
Fall 34-40	BC CA 3xCW 3xDW 3xFF	Lyran	
Spring 41	DN CA NCA 2xCW 3xDW 3xFF	Lyran	
Fall 41	BC CA NCA 2xCW 3xDW 3xFF	Lyran	
Fall 34	SP SK WE/KE conv.	Romulan	

Spring 35	SP 6xK4 2xSK WE/KE conv.	Romulan	
Fall 35	2xSP 6xK4 3xSK WE/KE conv.	Romulan	
Spring 36	FH 2xSP 3xSK WE/KE conv.	Romulan	
Fall 36	CON 2xSP 3xSK	Romulan	
Spring 37	FH 2xSP 3xSK WE/KE conv.	Romulan	
Fall 37	CON FH 2xSP 3xSK	Romulan	
Spring 38	KC9 2x FH 2xSP 3xSK WE/KE conv	Romulan	
Fall 38	CON 2xFH 2xSP 3xSK	Romulan	
Spring 39	NH FH 3xSP 3xSK WE/KE conv SEA	Romulan	
Fall 39	CON FH 3xSP 3xSK WE/KE conv SEA	Romulan	
Spring 40	NH FH 3xSP 3xSK WE/KE conv 3xSEA	Romulan	
Fall 40	CON FH 3xSP 3xSK WE/KE conv 3xSEA	Romulan	
Fall 34	HD 2xBD	Gorn	
Spring 35	DN 3xHD 3xBD	Gorn	
Fall 35	BC 3xHD 6xBD	Gorn	
Spring 36	DN 6xHD 6xBD	Gorn	
Fall 36	BC 6xHD 6xBD	Gorn	
Spring 37	DN 6xHD 6xBD	Gorn	
Fall 37	BC 6xHD 6xBD	Gorn	
Spring38+	DN CM 6xHD 9xBD	Gorn	Gorns can substitute Tug for CA/BC (Once per year)
Fall 38+	BC CM 6xHD 9xBD	Gorn	
Fall 34	DN CA NCL 3xFF (3rd)	Federation	
Spring 35	2xCA 3xNCL 6xFF (4th)	Federation	
Fall 35	DN CA 3xNCL 6xFF (3rd)	Federation	
Spring 36	2xCA (6th) 6xNCL 6xFF (3rd)	Federation	
Fall 36	DN CA 8xNCL 8xFF (4th)	Federation	
Spring 37	DN CA 8xNCL 8xFF (Home)	Federation	
Fall 37	DN CA 8xNCL 12xFF	Federation	
Spring 38	DN CA 10xNCL 12xFF	Federation	
Fall 38	DN CA 10xNCL 12xFF	Federation	
Spring 39	DN 2xCC 10xNCL 12xFF	Federation	
Fall 39	DN 2xCA 12xNCL 12xFF	Federation	
Spring 40	DN 2xCC 10xNCL 12xFF	Federation	
Fall 40	DN CC CA 11xNCL 12xFF	Federation	
Spring 41+	DN CC CA NCA 11xNCL 4xDW 8xFF	Federation	

Fall 41+	DN 2xCA NCA 11xNCL 4xDW 8xFF	Federation	Can replace DN with CC and DD. Can substitute a Tug for CA once a year. (Any production turn)
Mothball Reserve	6xCA 21xDD 18xFF	Federation	1CA, 3DD, 3FF each Production turn after attacked can be "activated".
Fall 34	RN HR 3xHN	Hydran	
Spring 35	Pal RN HR 3x HN	Hydran	
Fall 35	2xDWH 2xDWF 2xDG 2xTR 3xHN 3xCU	Hydran	
Spring 36	PAL RN HR 2xTR 3xHN 3xCU	Hydran	
Fall 36	RN 2xDWF 2xDG 2xHR 2xTR 3xHN 3xCU	Hydran	
Spring37	PAL 2xRN 2xHR 2xTR 3xHN 3xCU	Hydran	
Fall 37	2xDWF 2xDWH 2xDG 2xHR 2xTR 3xHN 3xCU	Hydran	
Spring 38	PAL 2xRN 2xHR 2xTR 3xHN 3xCU	Hydran	
Fall 38	RN 2xDWF 2xDG 2xHR 2xTR 3xHN 3xCU	Hydran	
Spring 39	PAL 2xRN 2xHR 2xTR 3xHN 3xCU	Hydran	
Fall 39+	CHC 2xDG 6x(HR or TR) 2xDWF 3xHN 3xCU	Hydran	
Spring 40+	Pal 2xRN 6x(HR or TR) 2xDWH 3xHN 3xCU	Hydran	Can substitute HR for TR, but not visa versa. (Any production turn)
Spring (34-35)	C8 3xD7 6xD5 2xF5Q 3xE4	Klingon	Can substitute D6D for D6 or D7 or C8 (twice per production turn)
Fall (34-35)	3xD7 6xD5 2xF5Q 3xE4	Klingon	Can substitute D6 for D7 but not vice-versa.
Spg (36-41+)	(C8) 3xD7 6xD5 2xF5Q (3xE4)	Klingon	Spring 36 Produces C8 and then switches to Fall production cycle.
Fall (36-41+)	C8 (B10) 3xD7 6xD5 2xF5Q 3xE4	Klingon	Every other year starting Y37, a B10 is produced.
Mothball Reserve	24xD6 12xF5 12xE4	Klingon	Activate: 2x D6, 2x F5, 3x E4 per production turn during Wartime. In case of limited War, this is 1xD6+1xF5 per turn. Can substitute D5 for D6, D7 or C8. Can substitute D5D for D5. Can substitute E4 for F5 and F5 for F5C.

F5Q indicates F5C+2F5.