

Here is a capsule summary of all random events currently programmed into Star Fleet Warlord. Some events have two or more possible outcomes, e.g. if a ship has some feature (such as scout abilities), the event which deals with that feature could either add it (if the feature was not turned on) or delete it (if it already existed).

"+" indicates an event which increases something, while "-" decreases a statistic. These are usually changed by some random amount. If the word "ship" or "site" appears, it usually means a randomly selected ship or site is affected by the event.

- 1 - 75-100 FP, + 113-150 DC
- 2 + 3-5 stock
- 3 - 2-4 stock
- 4 + 151-200 PE
- 5 - 51-100 PE
- 6 + 151-200 OR
- 7 - 51-100 OR
- 8 + 151-200 DC
- 9 - 51-100 DC
- 10 + 151-200 FP
- 11 - 51-100 FP
- 12 + 16-20 fighters
- 13 - 6-15 fighters
- 14 + 4-13 PFs
- 15 - 4-8 PFs
- 16
- 17
- 18 Scan glitch: HO detects 26-75 scans
- 19 + 51-200 EP
- 20 - 51-100 EP
- 21 Hear all battle reports from nearby sectors
- 22 See updated primary race listing
- 23 + 6-25 MRS
- 24 - 6-15 MRS
- 25 Ship repaired
- 26 Ship damaged
- 27 Ship crew drops to 1
- 28 + 6-15 ship AF
- 29 - 6-15 ship AF
- 30 + 6-15 ship DF
- 31 - 6-15 ship DF
- 32 + 6-15 ship SF
- 33 - 6-15 ship SF
- 34 Ship gains MRS
- 35 Ship loses MRS
- 36 + 5-12 ship ftr cap
- 37 - 5-12 ship ftr cap
- 38 + 3-6 ship PF cap
- 39 - 3-6 ship PF cap
- 40 Ship filled with fighters
- 41 Ship filled with PFs
- 42 Ship gains/loses scout functions
- 43 Ship gains/loses Darkfield Generator
- 44 Ship +1 speed
- 45 Ship -1 speed
- 46 Ship loses crew
- 47 Ship gains crew
- 48
- 49
- 50

51
52 Ship can get another refit
53 Next turn all ships bought can buy the cloak
54 Next turn all ships bought are normal price
55 All fighters bought next turn cost 3 EP
56 All PFs bought next turn cost 15 EP
57 HO +10 EP production
58 HO -10 EP production
59 HO fortifications +10%
60 HO fortifications -10%
61 HO prospecting value +101-250
62 Attack percentage treated as 200% next turn
63 Buy one ship next turn regardless of year
64 Next ship scan penetrates the cloak
65 Ship gains/loses troop transport ability (and +4 cmdos)
66 TRNG order can train to level 7 next turn
67 Ship gains/loses cloak
67 Ship gains/loses cloak
68 Ship loses half combat abilities but gains 6 speed
69 Ship gains/loses minesweeper (if gained, also +2 TBs)
70 Ship race becomes civilian
71 Captain's chair breaks (no effect)
72 + 11-35 TB
73 - 11-25 TB
74 + 51-75 drones
75 - 26-50 drones
76 +5 free orders next turn
77 Gain ship scan of a random sector
78 Gain random terrain scan (or ship scan if a player sector)
79 Ship crew becomes 9
80
81
82 RP (remote prospect) order available next turn
83 Ship AF & DF swapped
84 Use TE next turn
85 Fill all ships with TBs
86 All ships cloak out
87 Ship gains 11-14 repair (or loses all repair capacity)
88 Gain a Replicator (monster)
89 Ship + 6-15 drone cap
90 Ship - 6-15 drone cap
91 Ship + 3-5 TB cap
92 Ship loses all TB capacity
93 Scanner glitch: next ship scan is really bizarre
94 Ship gains generic ability
95 Double ship support fee next turn
96 Learn top 40 Corps instead of top 20
97 Learn all LPs among your sites next turn
98 Use KC to increase ship crews
99 Use RR to give all ships the refit
100 See all 12 best Corps lists
101 Stock goes up by 150 temporarily
102 Fill all ships with heavy drones
103 Give all eligible ships an MRS
104 Repair all damaged ships
105
106 Learn prospecting value of all hexes with next terrain scan
107 Ships of Y150 and before are half price next turn
108 +10 extra ship ads

109 No interest charged on loan next turn
110 Gain 5 years briefly for purposes of buying ships
111 Spy robs you of EPs
112 Gain a random ship
113 Gain an old space dragon
114 Rename someone else's sites
115 WGs don't work next turn
116 Ship destroyed
117 Ship can't move (communications lost)
118 Ship becomes an X-ship (+10 combat, Dronex1.5, TBs+2, Speed+1)
119 Ship transforms (in appearance only)
120 Swimming pool contaminated (no effect)
121 Next ship costs double
122 Next ship bought has speed 6
123 Use CG to change Stargate destination
124 Cannot send messages next turn
125 ES order is half cost next turn
126
127 Use DH to turn off a hex
128 You can buy monsters next turn
129 No FS or FA orders next turn
130 No SCAN orders next turn
131 Non-starbases cannot scan this turn
132 All ship speeds are -1 next turn
133 Use LC to lower ship cost
134 Use RC to raise ship cost
135 UPGR can be done anywhere next turn
136 Cannot REPR next turn
137 Cannot PRSP next turn
138 Fortifications +25% next turn (FS only)
139 LPs free next turn
140 Half price BS order next turn (supposedly...)
141 Double drones bought next turn
142 Can use QS order to buy missions on ships next turn
143 Ship gains/loses hospital ability
144 Ship gains computer (+AF, +SF, -DF)
145 Ship gains/loses heavy scout ability
146 Ship becomes satellite ship
147 Ship gains 3 satellite capacity
148 Ship gains/loses displacement device
149
150 Ship loses all satellite carrying ability
151 Ship loses its satellite ability
152 Loan owed goes up 10%
153 Loan owed goes down 10%
154 Primary race restriction lifted next turn
155 Duplicate ship prices don't go up next turn
156 Gain a couple of officers
157 Lose some of one officer type
158 Ship gains/loses officer
159 Decoys only cost 10 next turn
160 + 3-6 decoys
161 - 2-5 decoys
162 Use CP to change primary race next turn for free
163 BOMB unaffected by range next turn
164 Fighters don't work next turn; BF unavailable
165 Can't buy drones next turn
166 UPGR costs 15% more, adds 20% combat abilities next turn
167 Test of Emergency Event System (no effect)

168 Ship gains/loses survey ability
169 Ship gains/loses SFG
170 Ship gains/loses web caster
171 Show ships which are 30-50% overpriced
172 Show ships which are 10-20% underpriced
173 Subspace messages jammed
174 All ships bought next turn are + 2-5 age
175 Buy DNs at 25% off next turn
176 Can only buy ships from Y164 or earlier next turn
177 Monsters in home sector change direction
178 Ships unaffected by radiation next turn
179 No starbase orders next turn
180 Site + 51-100 fortifications
181 Site - 51-100 fortifications
182 Site gains a moon and + 1-3 to resources already 1 or greater
183 Site loses all moons
184 Site + 11-20 PE
185 Site + 11-20 OR
186 Site + 11-20 DC
187 Site + 11-20 FP
188 Site - 11-20 PE
189 Site - 11-20 OR
190 Site - 11-20 DC
191 Site - 11-20 FP
192 Site prospect value + 51-150
193 Site prospect value -> 0
194 Site gains up to 12 fighters
195 Site loses up to 12 fighters
196 Site gains up to 6 PFs
197 Site loses up to 6 PFs
198 Site becomes devastated (or restored)
199 Site is raided
200 Use GDFG to buy up to 3 permanent cloaks next turn
201 Extra stuff on a ship vanishes
202 Ship gains/loses Aegis
203 Gain 3 additional Starbase orders
204 Ships bought next turn have +1 crew
205 Ships bought next turn have crew 1
206 Fake broadcast of sector map
207 Lose control of site
208 No sector bonuses next turn
209 Swap leftover resources
210 All ships uncloak
211 No random events until you pay 200 EPs with EV OK
212 One random order won't work next turn
213 Ships bought next turn are damaged
214 Gain Captain for 50 EPV
215 Change 1 primary race randomly
216 Buy AutoCloak for all prospecting in home sector
217 Top 20 list is scrambled
218 No top 20 list
219 Site becomes a base; fortifications go to 200
220 Give a site to another Corp (NPC Corp only)
221 Ship gains/loses Integration ability
222 Use EW order to transform a site to PE+FP production
223 BC order gives commandoes for minimum price (2)
224 Gain 11-20 commandoes
225 Lose 11-20 commandoes
226 Ship gains 6-8 commando capacity

227 Ship loses commando carrying capacity
228 Gain free counter-espionage until next turn
229 Ships bought next turn cost 10% more
230 Ships bought next turn cost 10% less
231 Send another ship into the Graveyard of Ships
232 Assign officers to ships for free next turn
233 Lose 5 orders
234 Ship can be upgraded again
235 Ship gains/loses notification ability
236 SH order shows Stargate destinations next turn
237 Use YA order to survey all moons in any sector next turn
238 All ships age one year
239 Two of your ships trade places
240 Your ships can enter novas/supernovas safely next turn
241 Your ships take double damage from terrain next turn
242 Any specialty ships previously bought can be bought again
243 One of your Captains is broken down into all other officers
244 One of your primaries is wiped (and can be changed)
245 One of your primaries becomes the same as another
246 Buy T-bombs @3 points apiece next turn
247 Use DD to place a decoy in any hex you choose
248 Espionage cheaper against you; also see 6-15 "you were spied on" notes
249 Buy one Frax ship next turn
250 Logistics Bases cost only 25 EPs next turn

The following events are special in that they can only be given to players, they can never be gained randomly. The computer will give out the first two, and the third must be specifically assigned.

- 1 You can build a Mega-Battleship with the BB order
- 2 Given if GM hoses player too often; +1 speed to all ships
- 3 Give name, address & location of all players in the galaxy