

Star Fleet Warlord

Electronic Rulebook

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Introductory Note

STAR FLEET WARLORD was originally a play-by-mail named **Galactic Conquest** and has evolved into the game that is presented here. This rule book is intended to be a guidebook for all players and more rules will become apparent as play progresses. The player will find that the tables and maps are readily available at the end of rulebook in handy appendices. We have updated this rulebook to make it more useable to the new player as well as the veteran player. We hope that you will have as much fun playing the game as we do.

Have fun and enjoy.

Rich Hartley and Roger Rardain

Players may print copies of this rulebook for their own personal use.

Chapter One

Introduction and Background

1.1 After the Trade Wars: The Price of Peace

The year is Y235.

Twenty years have passed since the conclusion of the Trade Wars. The old races are no longer the galactic powers they once were. The peace enforced so stringently by the Organians has reduced the once-mighty Klingon Empire, United Federation of Planets, and other nations into self-contained civilizations with little more than casual contact outside their own space. The second-generation X-ships patrol the borders, keeping the colonies safe from raiders and invasions, even if such a thing were possible.

But despite the rigid peace demanded by the Organians, there are loopholes in their rules. Such loopholes had allowed conflicts like the Trade Wars to occur, and set the stage for the next challenge.

The Greater Magellanic Cloud (GMC) had long been eyed by the races of the Milky Way as a potential source of resources more vast than anything the Galaxy could provide. The races had long planned to explore and exploit it, but for two problems. One, it was incredibly far away, and supplying any such effort would cost more than any of the powers of the Milky Way could afford. In addition, any expedition to the GMC would surely be noticed by the Organians, who would step in and impose their rules over how the resources would be distributed. And, as might be expected, each race desired those resources for themselves!

In the latter years of the Trade Wars, intergalactic Corporations had begun to appear, operating across the bounds of race and government. It had long been theorized that the Corporations would be the perfect vehicle for any exploration of the GMC, if given the proper support and motivation. The formation of a Galactic Council in Y229 was the first step in moving towards this goal. The Council was overseen by representatives of both the races and the Corporations, and provided the laws that kept the Corporations in line.

It was in late Y233 that the technology finally appeared that would allow the Corporations (and, therefore, the races themselves) to reach for the Greater Magellanic Cloud. The device, known as a "Warp Transporter," was built on advanced transporter theory. It could, in essence, transform anything into energy, transmit it over subspace, and reform it at a destination which contained a receptor unit, known as a "Warp Gate." It was not long before large enough Warp Transporters had been designed which could transmit entire starships!

The problem, of course, was getting the Warp Gates themselves into position. Dozens of Corporations hurried as quickly as they could fly, arriving in the GMC almost simultaneously and setting up their Warp Gates at the most hospitable planets they could find. By decree of the Council, each Corporation had been assigned a sector of the GMC, and each set up a base at a world therein, signaling back when they were prepared to receive ships.

Somewhat unexpectedly, this had developed into a contest, the stakes being ownership and control over the entire Greater Magellanic Cloud. The Council realized that outright chaos would result if the Corporations could send ships into the GMC unregulated. War would soon follow, both in the Cloud and back home as well—the Organians would step in, and no one would benefit. No one wanted that—the races had chafed under Organian-imposed peace for far too long as it was!

And so, by special agreement with the races, the Council developed a plan that would solve the problem. Every Corporation would be allowed to send a limited number of ships into the GMC, and whichever one proved best able to utilize the resources they found would be awarded complete control. The ships and other support would be provided by the races of the Milky Way (who would receive GMC resources as payment). But this support would be delivered exclusively through the regulation of the Galactic Council, keeping the peace and avoiding the notice of the Organians.

Without hesitation the Corporations agreed, and the race was on!

1.2 Fiction Within the Fiction

What you have just read is, obviously, fiction. What is not so obvious is that it is a fictional history within a fictional universe.

STAR FLEET WARLORD is a game set within the Star Fleet Universe, a comprehensive game universe including such games as Star Fleet Battles (SFB), Federation & Empire (F&E), Star Fleet Missions, Prime Directive, and other games. What has made the games of the Star Fleet Universe so successful is the detailed historical background, which is consistent throughout all of the games. Obscure and irrelevant rules in one game are reflected (with considerable impact) in other games. Historical episodes in one game create opportunities and limitations in other games. Players switch back and forth between the games with considerable ease, since the same thing works the same way (within limits) whatever game it appears in.

STAR FLEET WARLORD, however, is not a "historical" game set within the virtual reality of the Star Fleet Universe, but is based on a fictional event within this fictional universe.

In Y216, so the fictional history goes, Tri-Video producer Olivette Roche created a massive 24-episode mini-series entitled "Warlords of the Cloud." In this mini-series, Ms Roche postulated a struggle to explore the Greater Magellanic Cloud 20 years in her future. Being a dramatist rather than a scientist or a soldier (and having, perhaps, a

rather exaggerated view of the secret intelligence services of the Federation and other races), she took considerable liberties with reality, creating fictional events, people, and technology. (For example, the entire concept of Warp Gates existed only in her mini-series, not in the "real" universe.) She also played rather fast and loose with political history, postulating squadrons of renegade Andromedan and LDR ships that never existed, and turning the computer-simulated Frax ships into real, computer-manned warships. Olivette assumed that the Corporations would exploit the peaceful and otherwise happy inhabitants of the various planets in the GMC, most of which looked remarkably alike, even when from radically different planets. This was apparently intended to make the point that regardless of their actual appearance, they were alike in being exploited.

It is on this mini-series that STAR FLEET WARLORD is based. In effect, STAR FLEET WARLORD is based on the Star Fleet Universe background, but is not a part of its "true history." Most of the Star Fleet Universe appears in STAR FLEET WARLORD, but some elements of SFW are not duplicated in Star Fleet Battles or the other games, and some parts of the universe do not behave consistently within SFW. Nothing in STAR FLEET WARLORD can be used to explain or support arguments regarding how similar things operate within other games.

Put another way, the Star Fleet Universe is based on a TV show seen within the real universe. You are sitting in your armchair in the real universe watching the TV show, and you observe that the people on screen were themselves watching a fictional television show. The characters on the show you are watching might suddenly exclaim "That's rubbish! There is no such thing as a Warp Gate!"

If the Star Fleet Universe could be defined as real, STAR FLEET WARLORD would still be fiction.

A final clarification (perhaps getting closer to the point than anything above). If you only play STAR FLEET WARLORD, you will never notice that things here don't exactly match similar things in Star Fleet Battles. If you play several of the games of the Star Fleet Universe, don't try to interpret an SFB or F&E rule based on what the unit does in SFW (or vice versa).

1.3 More On the Game

STAR FLEET WARLORD is a play-by-email science fiction game. If you've never played a game by email before, you may be wondering just how it works, so here's a quick description.

Basically, you send us via email an "orders sheet" on which you tell us what you want to do. We then process this on our computer and generate a "results sheet," which tells you what happened as a result of your orders. Finally, this is then emailed back to you to begin the process anew. This completes one turn of the game. A typical game lasts from 20 to 30 turns, although this can vary. Additional details about this process will be explained later on in these rules.

This game uses the ships and races of the popular board game, Star Fleet Battles (SFB). However, much effort has been made to organize the game in such a way that you do not need to own or play SFB to play STAR FLEET WARLORD. For those of you with no SFB experience, a reference glossary is included.

This rulebook is rather large and may look intimidating at first, but keep in mind that you don't have to understand everything you see right away. Read through the rules once and then refer back to it as you play. Hints and tips to help you understand various concepts are presented throughout the rulebook in boxes such as this one.

1.4 Duties of a Warlord

You are the Warlord of a huge intergalactic mega-Corporation, or **Corp** for short. As Warlord, it is up to you to lead your Corp's attempt to dominate the Greater Magellanic Cloud, using military attacks, diplomacy, trading, and any other means necessary. Your Corp has given you total authority over this effort. You won't be alone-there are up to 49 other players out there trying to do the same thing you are!

The Galactic Council has helped you out by establishing a base for you in a sector of the GMC, from which you will direct your Corporation's actions. This base is known as your **Home Office** (often abbreviated HO) and is your most important asset. The planet your Home Office orbits will produce **100** economic points per turn, and has **300** points in its treasury at the start of play. You have also been given a Warp Gate, a special starship which will be fully described in Chapter Four.

A Corporation's Warlord can choose any name for his Corp at the start of the game. This name can be up to 20 characters in length, and should not begin with the word "the." You can select any name you like, but in addition to this, the computer will assign you a **Corp Number** with which it can always be identified. Although your Corp's name can change, its Corp# will almost always remain constant. No two Corporations will ever have the same identification number.

You will also be given an **account number** (acct#) by which control of your Corp is regulated. The acct# is intended to prevent interstellar fraud-you must write it on your orders sheet each turn, or it will be mailed back to you unprocessed! You must also give us your acct# whenever you call us with a question about your Corp. This ensures that you are who you say you are, and not another player attempting to get information on your account or Corporation.

Each Corporation also has a **stock value** which will fluctuate, usually upwards, with your successes and failures. This value begins anywhere from **31 to 35** points per share. Think of stock as a measure of how well you are doing in comparison to the other Corps in the game. Stock changes are described in greater detail in Chapter Nine.

1.5 The Initial Build

The easiest way to sign up for a game of SFW is to create an account with us. On the Internet, go to the website www.play-by-e-mail.com and click on the "Register" link. This will enable you to create an account and sign up for a new game. When a new game starts, your first duty as Warlord of your Corporation is to generate an **Initial Build** and submit it. Among other things, this build specifies your initial fleet setup, purchased using the 300 economic points you have in your treasury, 100 more you will earn from income at the start of play, and whatever loan you choose to request. Please use the **Initial Build Form** on the website to tell us everything we need to know to get you started. If you don't internet access, please contact us via telephone to make other arrangements.

Your initial build should state several things. First, and most importantly, it must have your name and email address on it. Please use your real name (no pseudonyms) and email address as this is where turns will be emailed to you. Also, whenever another Warlord encounters your Corporation, he or she will be given this information automatically. There is no way to deactivate this feature of the game, and you will find it quite useful for diplomatic purposes.

If you like, you can include your phone number as well as your email address. This will help us contact you more easily if we need to. If you include your phone number, it can (but does not have to be) given to other Corporations when they encounter you-check the appropriate box on the Initial Build Form if you desire this service.

Along with your email address, state a name for your Corporation. It can be up to twenty letters long, as explained previously.

Finally, you will need to specify an initial set of ten orders. Orders you issue will be entered into the STAR FLEET WARLORD computer, and because computers are so picky, your orders must be written in a specific format. This is described in Chapter Seven. More than likely, your initial build will probably consist almost entirely of Purchase Ship orders (with one Request Loan order at the beginning), as you'll want to build up an exploration fleet as quickly as possible.

Your initial build should consist of many small ships (although you may wish to build one larger ship as an "enforcer"). Depending on your style of play, there are many different ways to go about this, as you have a large selection to choose from. Just remember, your initial build will have a great effect on your progress into the Greater Magellanic Cloud, so choose your ships wisely.

Initial Build Checklist

1. *Your name and address.*
2. *Your phone number (optional) and an indication of whether or not you want it to be given to other players during the game.*
3. *Your Corporation name (20 characters maximum, cannot start with "the").*
4. *Up to ten orders, as described in Chapter Seven.*

Since we start a game when we have enough players, the wait for your Initial Build could be anywhere from a few days to several months. After you sign up for a game we will send you a confirmation email letting you know which game you have been assigned to and when it will start. Once you submit an Initial Build via the website, a confirmation email is sent.

Your initial build results will include a map of your home sector, and the ships you've bought will be used to explore it. You'll want to buy many small ships of various types, so as to be prepared for any sort of terrain you might have in your sector. Additional hints on this will be given later in these rules.

If you're not sure about your build and just want to get started, we have a "standard" setup available known as the Default Build. This build automatically requests a loan and purchases the following nine ships: F-POL, O-FT, T-PR, C-FAS, H-SC, D-PSC, W-AMS, O-SLV; and K-E3. You can find out more about these ships by looking in the SFW Ship List. To request a Default Build, simply check the appropriate box on your build form.

1.6 Some Information About Franz Games, LLC

Now you know a little bit about what the game is and how to join, but nothing at all about the people who run it. We are Franz Games, LLC, a play-by-mail gaming company based in Reading, Pennsylvania. We've been in business since 2005, although STAR FLEET WARLORD has been around since 1989 (in playtest form).

Franz Games, LLC will be your hosts for each game of STAR FLEET WARLORD that you play. We receive your turns, see to it that they get run, and then mail them back to you. The game computer, of course, does all the actual processing. SFW is entirely computer-moderated, meaning we humans do not take an active hand in determining the outcome of any turn.

If you need to reach us for any reason, the best way is to email us. Data on how to contact us is shown in the box below:

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Sinking Spring, PA 19608
Fax (610) 678-3893
On the web: www.play-by-e-mail.com
Email: warlord@play-by-e-mail.com

For additional administrative details, please refer to Chapter Nine.

1.7 Accounting Information

We might as well get this part over with now. Yes, as you may have guessed, you'll have to pay money to play this game. See the Starfleet Warlord website for current pricing.

Generally, you pay a turn fee for each turn you run (except your initial build, which is free). We have done our best to keep turn fees as low as possible, and in fact, you can play this game for less than the cost of taking your significant other to the movies once a month! Also, in case you were wondering, there are no "hidden fees" that can pop up during the game. That sort of trick is not the way we want to do business.

When you begin your first game, you are assigned an **account number** (as previously mentioned). This number is assigned to you personally and will not change even if you join another game. Money we receive from you will be deposited in your account under this acct#, and when a turn is run (for any game you are participating in), funds are subtracted from this central account automatically. Funds will also automatically be subtracted if you use our fax or special mailing services. Take care that your account balance does not drop below zero, as we will be unable to run any turns for you if this happens.

Chapter Two

Economics

2.1 Resources

Your economy is the most important feature of your Corporation. The amount of income you have completely determines what you will be able to do in any given turn. It is vital that you establish as large an economic base as you can, as soon as possible!

There are four resources in this game which you must be concerned with. These are as follows:

Resource	Abbreviation	Special Uses
People	PE	Crew training and officer assignment
Ores & Raw Materials	OR	Ship repairs and upgrades
Dilithium Crystals	DC	Speed refits
Foodstuffs & Perishables	FP	Ship support and officer assignment

As shown on the chart, resources have individual uses - for example, you can spend People to train your ships' crews. Details on such procedures will be found later in these rules. The main use for resources, however, is to create Economic Points.

When combined together, one unit of each of these forms an **Economic Point** (abbreviated **EP**). Economic points are what you use to buy starships (and many other items), and hence are of prime importance. (Note that you do not actually "build" ships, but buy them from someone else, using EPs as money.) You can also spend resources on their own for other purposes as shown on the preceding table.

Because it takes one point of each of the four resources to form an Economic Point, the amount of EPs you have at any given time is equal to the amount of your **lowest** resource category. For example, if you had 200 PE, 250 OR, 150 DC, and 100 FP, you would possess only 100 EPs. If you then bought a starship for exactly 100 EPs, you would subtract 100 from each category, leaving you with 100 PE, 150 OR, 50 DC and 0 FP - and hence, zero economic points.

2.2 Income, Sites, and Sector Bonuses

Resources are produced by various terrain features in the galaxy such as planets, comets, and dilithium asteroids. Resource-producing areas are known to your Corporation as **sites**. Your wealth will chiefly be determined by how many sites you can take and keep control of throughout the game.

Income is calculated for your Corporation at the **start** of each turn, **before** any of your orders are processed. The amount of resources you will earn on any turn is equal to the sum of the production values of each site you control *when the turn begins*. (The resources are shipped from your sites to your Home Office automatically. Don't worry about how this is done-your staff will take care of it for you.)

Hint: Because income is generated before your orders are processed during your turn, you will be able to spend that income on the turn it is generated. This will require a bit of advance planning and guesswork (and if anyone takes a site or two away from you, your prediction might suffer). Each turn, your accountants will provide you with an automated estimate of your next turn's income, but keep in mind that this is only an estimate!

During your turn's Income Phase, you can collect income from four different sources: home offices, major sites, minor sites, and sector bonuses.

Home Offices produce 100 people, 100 ores, 100 dilithium and 100 food each turn (in other words, 100 EPs). Your home planet at the start of the game is one of these special sites, and everyone else has one as well. Needless to say, these valuable worlds are going to be your prime strategic targets for conquest - and everyone else's, for that matter!

Major sites (see Section 3.4) produce around 100 total units of resources, although this will be broken down into differing amounts of the four resource types. For example, a planet might produce 30 PE, 28 OR, 35 DC, and 32 FP, while a wandering planetoid could generate 48 PE and 55 FP, but zero OR and DC. (Potential site values are listed in Chapter Three.) Taking control of as many major sites as possible is your main objective in the game - they're your primary source of income, for one thing, and you also need at least eighty of them to win.

There are also a few kinds of **minor sites** (Section 3.5) which only produce 11-20 units of a single resource type. Since these provide smaller amounts of resources, they are far less important. Take control of these when you can, but don't go out of your way unless they produce the resource type in which you are the most deficient.

Sector bonuses are awarded whenever you control ALL the major sites in a sector (note that minor sites do not count for this purpose). You earn a bonus of 100 economic points for achieving this feat-and you earn it every turn you maintain control! You can earn more than one such bonus a turn, if you own more than one complete sector at a time. In

fact, one of the ways to win a standard game is to have eight sector bonuses at once. The other way to win a standard game is by owning 90 major sites (minor sites don't count). **Please note Victory Conditions can change from game to game.** Check for your game's Victory Conditions at the start of the game.

Victory conditions for the game are explained in Chapter Nine.

2.3 Sample Income Listing

	EP(PE)	EP(OR)	EP(DC)	EP(FP)	Terrain
Currently	150	200	225	175	
01-1014	25	30	20	35	PL+ES
02-0910	100	100	100	100	WP+ES
02-1103	30	55	0	25	GG+NF
02-1107	0	0	95	0	DA+ES
02-1210	15	0	0	0	CS+ES
02-1516	70	0	0	25	DP+IS
New Total	390	385	440	360	
Adjustments	(+240)	(+185)	(+215)	(+185)	

The table above is a simplified example of what you might see in one of your turn results. (Note: The terrain abbreviations shown, such as "PL" for planet, will be explained in detail in the next chapter.)

The report first shows your current total in the four types of resources (people, ores, dilithium and food), then lists the sites you own (by sector and hex location) and what they produce. The total you earned from these sites is shown as "adjustments" which, when added to your previous total, yields the New Total. (This Corporation started with 150 EP since people are the lowest resource and ends the income phase with 360 EPs since FP is now its lowest resource.)

Think of the adjustments as your *true* income. It is basically a sum of all the sites you own. This amount added to your current total (the amount you had in your treasury before the turn began) yields the amount of money you will have to spend that turn. Note that prospecting income, described below, is not included here - you will earn this at the time your ships actually perform the prospecting (and can use it immediately).

This all sounds complicated, but everything will become clear as you participate in the game!

Note: Since income is generated before orders are issued, you can always count on your Home Office to produce 100 economic points (if you lose your Home Office, you are dead anyway, unless you can take it back during that turn). This means that during your initial build, you'll be able to spend 400 points - the 300 already in your treasury, and the 100 your HO will produce at the start of the turn!

2.4 Capturing Sites

The best way to get more money is to go out and capture as many sites as you can. To conquer a site, you must first defeat its guards and fortifications (if any). Once you have done this, you control the site and can fortify it yourself, or move your own ships there to defend it. At the start of the game, most sites (except Home Offices) are uncontrolled, and so taking them over will be a simple matter for even the smallest starship.

You do not have to remain at a site for any length of time to capture it - simply fly one or more ships into its hex during your turn, and if you defeat its guards and fortifications, it's yours! Your ship can then move on and do other things (perhaps even attack another site, if one is close enough!)

Because of the sequence of play, income is generated first during your turn, then all orders are processed. So, if you conquer any sites, they won't produce any income for you until the start of your next turn - assuming no one takes them away from you in the interim, of course!

2.5 Defending Your Sites

After you conquer a site, it might be wise to defend it. There are two ways to do this - ships and fortifications. Ships are easy to explain: Just leave one or more ships at the site, and it will defend that site if it is attacked. Certain ships (defense and aegis variants, for example) are very good at this.

The other way to defend a site is with **fortifications**. Fortifications are basically economic points you spend on an individual site for this purpose. As you add to the fortification level, you add defense satellites (often called "defsats," or simply "satellites"), and when it reaches a certain level, a base will be constructed.

Note: You cannot fortify a site on the same turn you capture it.

Bases are important both for site defense and as a resupply point, as your ships can use them to pick up optional items and conduct needed repairs and other actions. Bases can also make automatic scans each turn without any effort on your part. However, keep in mind that **you cannot buy ships at bases** - only at your Home Office or a special ship known as a Warp Gate (described in Chapter Four). Please take note of this, as many new players forget this detail.

The method used to fortify a site, and the other advantages of bases, are explained in Chapter Seven.

Early in the game you will not be able to defend sites very often-you need the ships to continue expanding and exploring the galaxy, and you need the economic points to buy more ships! But you should probably build a base in each new sector you enter, as a strategic point of operations. You'll also need to defend your Home Office, although you can wait a few turns for this, since no one will be able to attack it until at least a few turns into the game. It's very rare for a player to be destroyed before turn 8!

2.6 Devastated Sites

It is possible for a site to become devastated during the course of play. Normally this is done by a player as part of a "scorched-planet" strategy, wherein he voluntarily devastates the world so that you cannot benefit from it. Obviously, this sort of thing will only be done on sites that cannot be held. Any ship with a crew level higher than 1 can devastate a site by issuing the NUKE order (see Chapter Six).

A site can also become devastated if a large number of drones are used to bombard it and no fortifications are present as a defense. Drone bombardment is also discussed in Chapter Six under the description of the BOMB order.

If a site becomes devastated, it will not produce any resources for its owner until its production is restored. Any ship can do this by moving to the site and issuing the RESTore order (yes, you guessed it, see Chapter Six). The cost is an amount of resources equal to the site's normal production levels. For example, if the site is a Dual Planet which produces 75 People and 30 Food, it will cost you 75 PE and 30 FP to restore it. Survey ships will pay only half this amount, so you'll want to use such ships whenever possible.

If a site has been devastated, it will be shown with an "@" character on your Income List at the start of your turn, to indicate that it produced nothing for you on that turn. However, its value will still be listed for your reference.

2.7 Prospecting

Prospecting is an entirely different way to earn money. Unlike income produced automatically by the sites and sectors you own, prospecting is accomplished by ships during their movement phase of the turn. Ships must issue an order to do this, an order which takes the entire turn to complete, whereas normal income is produced without any effort on your part (once you have captured the appropriate sites, of course). Prospecting income is available for use on the same turn it is collected.

Prospecting cannot be performed just anywhere. In fact, there are few terrains which are actually worthwhile to prospect. The terrain charts in Chapter Three will tell you how many EPs you can expect to get out of any given hex.

Most hexes can be prospected only once, so this form of income is limited. However, don't ignore this method of earning economic points, because you'll need all the money you can get if you want to conquer the Greater Magellanic Cloud.

Regardless of your Home Office's terrain, its prospecting value will begin play at zero.

DON'T FORGET TO PROSPECT!

Try to arrange to prospect at least one or two hexes a turn. Buy a few ships with prospecting in mind and use them in that role exclusively. Not all terrain is prospectable, so check the terrain list in the Appendices before sending a ship to prospect a hex.

2.8 Surveying Moons

Moons are another source of potential income. Moons occur only around sites, usually planets and gas giants, and have the capability of increasing the value of your site. However, in order to do this, the site must be surveyed. A survey ship is required, and it must move into the hex and issue the SRVY order (described in Chapter Six). Once the site has been surveyed, each moon produces 1 EP thereafter (added to the basic value of the site). If the site is captured, the surveyed state is lost and it will have to be re-surveyed before they will produce income again.

However, there is another side to moons. If unsurveyed, they will build up the prospecting value of their hex over time! The site does not have to be owned by anyone to do this, so an unprospected hex with many moons can be worth quite a bit of cash in later turns. The more moons a site has, the more EPs will build up! If the site has been surveyed, the moons will stop adding to the prospecting value (since they are now providing income instead), but any built-up EPs remain until prospected.

Deciding whether to survey a group of moons (to collect extra income from them every turn) or to let them build up over time (and collect EPs from them all at once with a prospecting ship) is largely a matter of personal taste. Surveying the moons guarantees the income until the site is conquered, and a few EPs early in the game are usually better than a lot later on. However, you cannot take advantage of certain prospecting bonuses, such as those granted by high crew levels, if the site has been surveyed.

Moons are listed on your Income List along with the current value of your sites and the terrain in their hex. For example, you might see "PL+AF, 3M", which means "Planet in an Asteroid Field with 3 Moons." (These terrain descriptions are described in the next chapter.) If the moons have been activated by a survey ship, they will be listed with the letter "A" instead of "M", e.g., "PL+AF, 3A". The amount of EPs they added will be included in the value of the site on the Income List.

2.9 Raiding Sites

Raiding is yet another way to earn money. Starships can be ordered to raid by using the RADx order described in Chapter Six. They must be adjacent to the site being raided and certain other conditions must be met, as described in that chapter.

If a site is successfully raided, the income it would normally produce on its owner's next turn (for whoever happens to own it at the time) is brought to your Corporation instead. These resources will not be available until your next turn is run (unlike prospecting, which is available immediately) as it is "in transit" during the intervening period. This money is guaranteed to arrive, however—there is no way for another player to steal it back or delay its arrival. It is this guaranteed status that makes raiding so popular.

A site can always be captured between the turn you capture it and your next turn, when it would produce income for you for the first time. Raiding income, on the other hand, cannot be captured or stolen.

One of the main uses of raiding is to guarantee yourself a site's income. You can even raid your own sites if you wish to. However, raiding is not automatically successful, and it does cost your ship a valuable hex of movement. You would normally only do it to a site you think you will lose between turns, or an enemy site you can't afford to capture for one reason or another. Other reasons for raiding may become clear as the game progresses.

If a site has been raided, it will be shown on your Income List with an ampersand ("&") to indicate this. It will not provide any resources to you on the turn you see this symbol, but if you retain control of the site and it is not raided again, you will collect income from it thereafter.

If you capture a site that has been recently raided, you will be told this fact at the moment of capture. The site will not produce income for you on your next turn due to this "recently raided" status.

The computer's record of a site's raided status is not cleared until someone sees the site on their Income List (with the "&" character). If a site changes hands every turn for several turns, and no one ever sees it appear on their Income List, it will not become "un-raided." It is rare for a site to change hands this regularly, however. An unowned site is another example of how this might come into play. You can raid an uncontrolled site once, but since no one owns it, it will not appear on anyone's Income List, and hence its raided status will never be cleared.

Raided sites owned by computerized Corporations have their raided status cleared when the Next Turn Generator runs at the end of each game turn. See Chapter Nine for more on this procedure.

Chapter Three

Travel Opportunities in the Greater Magellanic Cloud

3.1 The Map

The GMC is made up of 100 sectors. These are arranged in a 10x10 array as shown on the map at on page 106. Each sector of the galaxy is itself a 16x16 array of hexes as shown on the sector map on page 105. That is to say, each of the squares on the GMC map consists of 256 individual hexes. This makes the galaxy itself huge - 25,600 hexes in size, to be exact!

Full-sized versions of both of these maps are provided in Appendix Q and Appendix R.

At the start of play, we'll assign your Corporation to one of the 100 sectors of the GMC. This is referred to as your **home sector**. Your Home Office will be located here, somewhere near the middle, and you'll direct your Corporation's actions from this position. We will provide you with a computer-generated map of your home sector, and you can gain maps of the adjacent sectors by moving scout ships there to scan them. (This will be one of your main objectives early on in the game, and will be described in more detail later.)

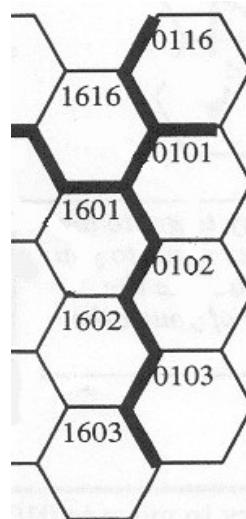
*Note that we will only send you **one** copy of your home sector map (or any other map you scan), so you might want to make a photocopy of it or use a plastic sheet protector when you do your turns.*

Once you've received your build results, you should mark your sector on the GMC Map, and use the other squares to record the locations of other Corporations you encounter. You will probably want to use a photocopy of the map rather than writing directly in the rulebook (in case you join another game).

*Note: There will be (at most) only one Home Office in any sector. Sectors with Home Offices contain either a player or non-player (computer-controlled) Corporation. Some sectors do not have Home Offices-these are known as **wild sectors**, and possess more terrain, nastier monsters and other threats.*

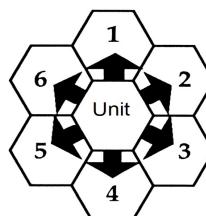
If you take a closer look at the maps, you'll see that each sector is directly adjacent to four other sectors (that is, they share a common border). In addition, any given sector also touches two other sectors "diagonally," at the corners (hexes 0101 and 1616-note that 0116 and 1601 on the other corners are not adjacent, a common mistake). This is shown in the diagram on the right.

For all practical purposes, hexes across any border are adjacent. Flying a ship across a sector boundary does not incur any movement penalties, although it could be dangerous since you won't know what lies on the other side.



3.2 Directional Numbers

The ship orders RADx and SWPx (see 6.7 Special Ship Movement Orders and Appendix Z) require a direction in order to function. The direction is indicated by a number, as seen in the diagram. Direction number 1 is up, and the numbers increase in a clockwise manner.



3.3 Terrain

Most hexes in the GMC are empty, although some contain terrain. It is this terrain that makes travel through the Cloud interesting, and a bit dangerous. Some terrains can produce income, some can be prospected, some both of these and some should just be avoided altogether!

Each hex in the GMC can contain either point terrain, area terrain, or a combination of both. **Point terrain** is a singular item, such as a planet or black hole. **Area terrain** is usually a cloud or field, such as nebulae or star clusters.

Hexes are fairly small, each perhaps the size of Earth's solar system. If one of your ships enters a hex, it may be affected by the terrain therein. This can be a minor nuisance or can be deadly, depending on the kind of terrain and the kind of ship. Ships with special abilities and/or experienced crews can sometimes find ways around certain terrain effects, as you will shortly discover.

The terrain in a hex will be listed as two terrain codes separated by a plus ("+") sign. For example, you might see a terrain type of PL+AF, which indicates a planet in an asteroid field. *Remember that point terrain is always listed first!*

Empty space is indicated by the two-letter code "ES." This is often found in combination with a point or area terrain-for example, PL+ES (a planet with no area terrain) or ES+AF (an asteroid field with no point terrain). However, completely empty hexes are never listed. The vast numbers of ES+ES terrains that would result would be confusing and redundant.

Terrain will never move during the course of play. On rare occasions it might change, but if it does, you will receive a message announcing this. You will never have to scan for terrain more than once in any given sector.

3.4 Major Sites

All sites (income-producing hexes) are considered point terrain and produce varying levels of resources each turn. You will not know precisely how much of each resource a site generates until one of your ships has attempted to enter its hex (although you do not have to capture it to learn this information). The amount of each resource type each site produces is based on the terrain involved, and is usually constant-except in the case of bizarre planetoids, which produce unpredictable amounts each turn. Certain random events can also change the value of sites, but you cannot modify their values yourself(save by devastating the site or surveying the moons).

Major site types are listed and explained in **Appendix B**, along with their prospecting values and any effects they have on ship movement or combat. Additional details on terrain effects are explained in section 3.9.

3.5 Minor Sites

Minor sites are just like major sites in all but the following ways:

- They produce far fewer resources.
- They have no bearing on sector bonuses.
- They are not counted for victory purposes.

Otherwise they are treated just like major sites, so you can capture them, fortify them, assign officers to them, and so on. However, since they are so limited in resources, they should be given a low priority-unless you're low in the resource they provide.

Minor site types are listed and explained in **Appendix C**, along with their prospecting values and any effects they have on ship movement or combat.

3.6 Site Production Matrix

The production levels of the sites described previously (and of minor sites, which are listed in the next section) are shown on the following table. The site's production will usually fall within the minimum and maximum values shown, with a blank space indicating no production of that resource type. Of course, you will not know the precise amount any given site produces until you send a ship to enter the site's hex. The site's value will be told to you at that time, and is shown even if you fail to conquer the site (i.e., if you "bounce" off a superior force guarding it).

Note that if you sum up the minimum potential values for each of the columns below, they will come out approximately equal, meaning each major site is worth about the same (albeit in different resources).

Resource	Major Sites									Minor Sites			
	PL	GG	PG	DP	DA	CO	MO	WP	BP	GP	RP	CS	NS
PE	21-40	21-40	21-40	61-80				41-60	21-40?			11-20	
OR	21-40	41-60	21-40			21-40	61-80		21-40?		11-20		
DC	21-40				81-100	41-60	21-40		21-40?	11-40			
FP	21-40	21-40	41-60	21-40		21-40		41-60	21-40?				11-20

Home Offices are a special case. As you know, they are worth 100 EPs (i.e., 100 of each of the four resource types). However, they can appear as any of the following types of major sites: PL, GG, PG, CO, DA, DP, or WP. Regardless of type, they will not begin the game with any prospecting value. The only reason they appear different is so that it is not immediately obvious to your enemies which site is your Home Office. (Since HO hexes do not have any area terrains with them, and are usually near the middle of the sector, it may be obvious anyway.)

3.7 Point Terrain

In addition to sites, there are numerous other types of point terrain. Some of these are minor sites, which can be controlled as major sites can, but don't count towards sector bonuses the game's victory conditions. A few are prospectable, while others should simply be avoided- especially novas and supernovas!

Point terrain is listed and described in **Appendix D**.

3.8 Control of Point Terrains

It's important to understand that most point terrains (and all area terrains) cannot be "controlled." You can only take control of sites (either major or minor)! It's therefore impossible to "own" a black hole, variable pulsar or whatever. This is actually a good thing, because it means you don't have to enter every single point terrain hex in a sector to earn its sector bonus. You need only control the *major* sites for this purpose.

Being able to own sites allows you to not only collect income from them, but also fortify them into bases, which are extremely important for logistical purposes (not to mention defense).

3.9 Area Terrain

Area terrain is listed and described in **Appendix E**.

3.10 Damage and Other Effects Caused By Terrain

As you may have noticed from reading the descriptions above, many terrains can damage, weaken or otherwise affect ships. This happens because the ship comes out of warp within the terrain, hitting some of the dust, asteroids, energy, radiation or whatever before it can fully stop and defend itself. Some ships are by nature immune to some of these terrains, and some ship enhancements can confer full or partial immunity-where applicable, these are listed after the terrain effect.

IMPORTANT: *Terrain can only damage or weaken a ship at the time of entry (or during combat) but not when the hex is exited. In the case of combination terrains (e.g., MO+NE, molten ores in a nebula), the area terrain causes damage first, followed by the point terrain as applicable.*

If the ship survives entry into a hex, further actions from within that hex (such as prospecting), either in the same turn or a later turn, will not cause repeat occurrences of damage, unless the ship leaves and comes back later. There are exceptions in the case of combat, as terrain may have an effect on battles (as shown on the chart).

If Weak Space or Stargate terrains teleport a ship elsewhere, this occurs before any other terrains in the same hex can affect the ship. However, terrain in the new hex (both area and point terrain) can and will cause damage or other effects (possibly even another teleportation effect-if, for example, Weak Space were to transport a ship into a Stargate hex). Thus, if weak space transports your ship into a supernova, your ship will be destroyed (unless, of course, it is immune to this effect). Obviously, some caution will be called for.

If a ship is built (well, actually received) at a Warp Gate (see Chapter Four), the new ship will not be affected by the terrain it is built in (exception: cloak clouds). In this way you might find an Andromedan in an antimatter zone, or other unlikely combinations. However, if the ship is attacked in that hex, it will suffer all combat effects as listed, so those Andros in AZ terrain won't last long in battle! Andromedans can also displace into a hex and dodge the terrain effects (displacement is not the same as SG or WS teleportation, obviously). Displacement is described under the Andromedan race in Chapter Five.

If several ships enter a hex at the same time, each ship takes terrain damage individually; no other ship in the same hex can protect it. (There is an exception in the case of Andromedan satellites linked to a mothership, a procedure which will be explained in more detail in Chapter Five.) For example, if two ships enter a weak space hex and one has a Legendary Navigator while the other does not, the Navigator will only be able to protect the ship he is on, not the other ship or any other ship in the same fleet.

Why even bother entering terrain if it can cause so many problems? For one thing, there might be something valuable there, such as an income source or prospecting opportunity. An enemy ship or base might be located there. It might provide a place to hide, or at least make your ship hard to attack. Whatever your reasons, make sure you understand the effects of the various terrains before trying to enter them.

A unique income opportunity arises in Y171. The Graveyard of Ships (GS) is located in a sector of space not normally accessible. This single sector is filled with both major and minor sites, as well as numerous other hexes containing prospectable terrain. There is a catch to this income bonanza—only one ship from each Corporation may be sent to the Graveyard, and ships sent there can never return home. The sole exception to this latter rule is a displacement-capable ship, but since a Starbase would have to be built to allow it to leave (and it could never return), this option is almost not worth mentioning.

Getting into the Graveyard is relatively simple. The only entry points are Gravity Wells, Black Holes and White Dwarfs, and the ship wishing to enter must visit such a hex and issue the GRAV order. A scan is generated automatically and a map of the GS sector will be provided free of charge.

Because there are so many different types of ships to select from, players should choose an objective, whether it be site acquisition, increasing your income from prospecting, or flying around trying to destroy the opposition. Each objective, or “mission,” has certain ships that are best for the job.

If your mission is to capture sites, one of the better choices is a generic ship (usually a tug) from any race, placed in Carrier mission for maximum attack factor (and naturally loaded with fighters). If you can't use a tug, use any carrier or other ship which can build up a tremendous amount of AF. You also want to add a Legendary Captain and a Prime Team to your ship. The Captain confers the Legendary Weapons Officer bonus of +25% to AF and DF, plus the Ace bonus of +1/+3 to fighter and PF combat factors. The Prime Team then provides the effect of five commandos, which is +15 AF and DF (it would normally be +10—2 per commando—but the Captain gives the benefit of a Marine Major also, which adds 1 to each commando's AF and DF.

If your intention is strictly to prospect, you should consider a survey ship (or generic ship in Survey mission). Because you don't intend to enter combat, you don't need a full-fledged (and expensive) tug, but your ship should still be large enough to handle a variable pulsar. You'll want to remember to train your ship as high as you possibly can to maximize your prospecting bonuses. You don't really need the Legendary Captain for this objective, but you still want the Prime Team because it provides Notification abilities (an additional prospecting bonus) Note that the Prime Team prospecting bonuses are not cumulative with any existing surveyor notification abilities.

If your mission is to destroy every ship in your way, the only logical choice would be either a Battleship or Dreadnought. In either case, a Legendary Captain (or at least a Weapons Officer) should be assigned, and a Prime Team will also be useful. Since much of the terrain in the GS is caustic, train the ship to crew level 5 to avoid damage from asteroids and the like. Under the “kill others” theory, you will also want to build a base station in the Graveyard to get a ship scan, then hunt down ships by watching their movements and hitting them while they prospect.

Given the expense of a Legendary Captain, Prime Team, and extended training, you will probably want to spread the costs of these improvements over the course of several turns. If you have a gateway (BH, WH, GW) in your home sector, move the ship of your choice, plus an integration ship, to that hex and start the preparations. If you can, try to get into the Graveyard on the earliest possible turn (Y171), to maximize your chances of success whatever your mission there.

Don't forget that the GRAV order is a one-pulse order. If you have any leftover movement after GRAV, issue RADx orders in random directions and hope you get lucky and find a site.

The following is a list of some of the better ships to send to the Graveyard. Note that PF tenders and the like are not listed here because by the time PFs have come out (Y180), you should have already had your ship in the Graveyard for many turns. Do not wait too long to use the GS!

Note that most battleships are not available until Y175, which may be too late to be worth waiting for. Frax and Seltorians also appear late in the game but are listed above for completeness.

Remember, the ship you send to the Graveyard must be able to survive one-on-one combat, so choose wisely.

Players might consider an alternative, frugal approach to the Graveyard of Ships. This approach suggests players send a small, cheap ship rigged for prospecting as a low-risk, potentially high return strategy. This strategy is designed to generate income early with a minimum investment, as EPs are worth far more early in the game than later.

One key point here is that players should do everything they can to send their chosen ship into the GS in Y171. It can be difficult to prepare a DN, CVA or BB to send into the GS in Y171 while still expanding your empire at an acceptably fast rate. A cheap ship has seemed a good compromise at times. Remember that your ship should be staffed with the appropriate legendary officers, equipped with optional items, and the crew trained in time to issue the one-pulse GRAV order while located in a gravity well, black hole or white hole during Y171.

Granted, a cheap ship will die horribly to even a medium-sized CA. There is not much you can do about this except cross your fingers and avoid obvious target hexes, though some terrain might offer a little protection.

By following the steps below, you can have the right force working for you in the Graveyard of Ships.

1. Determine what your objective is.
2. Choose an appropriate ship.
3. Train the crew to the highest level you can afford.
4. Assign a Legendary Captain to the ship, or the appropriate officers for the effects you need.
5. Assign a Prime Team to the ship.

Good luck!

Race	Sites	Combat	Prospect
Federation	CVS, TUG, TUG+, CVA	CVS, TUG, TUG+, BB, DN, DN+, CVA	TUG, TUG+, GSC, GSC+, CLS, CVE
Klingon	D7V, C8V, B10V	B10, B10A, B10V, C8, C9, C8V, C9A	D7E, D6E, TGA, D5H
Romulan	SUPA, SUPB, CNV, KRV	KCN, FHK, SUPA, SUPB, K9R, CON, SPJ	KRE, SPA
Kzinti	TGC, CVL, CVS, CVL+	BB, DN, CVA	TGC, SR, SRV
Gorn	CVA	BB, DN, CVA	TUG, TUGF, SR, SRV
Tholian	CVA	BB, DN, CVA	—
Orion	CA, CA+, CV	DN, CV	—
Hydran	LC or any carrier	MNR, LC, ID	TUG, SR, SRV, SRG
Andromedan	INT	INT, DEV	OGS
Lyrans	CVA	BB, DN	SR
WYN	ACVA	ADN, ACVA, ABC	ADN, OBR, ABC, OCR, ODR, AC, OLR, ACV
ISC	CV, CVA, CVS	BB, DN, CVA	SR
LDR	CVL	DN, BC	LTT
Frax	CWV	DN	—
Seltorian	HVS	HVS	—
Civilian	ACVA	ACVA	—

Chapter Four

Starships

4.1 Purchasing Ships

Starships are your primary means of getting things done in the Greater Magellanic Cloud. They are what capture territory, patrol sectors, and project force against your enemies. A Ship List is provided with this rulebook that shows what ships are available.

As your Corporation's Warlord, you actually have no knowledge of how ships are built or modified. Instead, you purchase them from their builders, the races of the Galaxy. These ships are typically old General War-era vessels whose designs are simple and easy to produce. The races keep a number of these around, usually in mothballs so as not to attract the attention of the Organians. Y235 replication technology is capable of copying these designs almost at will (with some exceptions), which makes them available to you at the moment you ask for them.

When requisitioned in this way, ships are immediately sent to your Home Office from the appropriate shipyards. Therefore, you can "build" any ship, regardless of size, in just one turn!

When you buy a new ship, it will appear on your orders sheet for your next turn, along with enough space to give it movement orders. You cannot give a ship any orders in the same turn you buy it. However, if anyone attacks its position "between turns"-that is, while we are waiting for your next set of orders to reach us-it will defend itself (and anything else in its hex) automatically.

4.2 Warp Gates

As has been alluded to several times now, the **Warp Gate** is a special type of ship which has a very unique ability. Warp Gates (WGs) are capable of acting as "focal points" for your ship purchases, allowing you to buy new ships "at" any Warp Gate you own!

The way it works is as follows. The Council sends your new ship to your Home Office first, where it has an opportunity to be loaded with optional items, such as fighters and heavy drones, if any are in stock at that moment. (Optional items will be described to you in more detail shortly.) Once this has been taken care of, the ship is sent out via a one-way transmitter to whatever WG was specified in the purchase order. If no Warp Gate destination was requested (or if the specified WG does not exist or was destroyed between turns), the ship remains at your Home Office. (Note that the details of actually transmitting the ship out to the WG are handled by your staff. All you have to do is ask that the ship be delivered at a particular WG and this will be taken care of for you automatically.)

Note that the ability to transport a ship to a Warp Gate applies only to new ships you are buying. Once a ship has been bought and has appeared at its destination, you cannot move it via Warp Gate again. The only time you can use WGs to receive ships is at the moment of purchase!

As mentioned in Chapter Three, if you buy a ship at a Warp Gate, that ship will be unaffected by terrain in that hex (exception: cloak clouds). However, if the ship is later attacked by an enemy force, it will be vulnerable to any combat effects caused by that terrain.

Needless to say, any Warp Gate you own is going to be a critical strategic tool. You start the game with one already, and you'll probably want to purchase more. There are even two additional types (an "obsolete" version which cannot move, and a "battle" variant which has better combat statistics). These become available later in the game. However, Warp Gates are expensive to buy and are rather slow-moving, which limits their usefulness somewhat.

It is possible (and, in the case of the obsolete Warp Gate, a *requirement*) to purchase one WG at another WG. This allows you to spread into new sectors, dividing WGs in amoeba-like fashion as the need arises.

Nothing is more critical in STAR FLEET WARLORD than proper use of your Warp Gates. The presence of a WG in a sector makes that sector all the easier to conquer and hold since you can place new ships there at a moment's notice. Obviously, killing your enemies' WGs should be one of your primary objectives during wartime. For this reason, if you can destroy an opponent's Warp Gate, the Galactic Council will reward you with a bonus of 100 EPs!

4.3 Starship Availability

Some ships are not available until certain turns. The Galactic Council has arranged to make ships available sequentially, by the year they appeared during the General War. This somewhat simulates the General War's steady progression and technological advancements.

Why is it done this way instead of making all ships available at once? Because the Council wants the oldest ships sold first, and wants to limit access to more powerful technology until the forces in the GMC are balanced to handle it.

The start of the game is "considered" to be Y165 (even though it actually starts in Y235), so you can only buy ships that were available during Y165 (or sooner) in your initial build. However, as the game progresses, more and more ships will become available to you. Each turn of the game is considered to be a new year for purposes of ship and technology availability!

The updated ship lists can be found in the download section of the SFW website (www.play-by-e-mail.com).

*Before writing a purchase order for a ship, check the Ship List to be sure it will be available. **Attempts to buy ships which have not yet become available will fail.***

4.4 Supply and Demand

Ship costs can change during the game. The base costs of all ships are shown in the STAR FLEET WARLORD Ship List. However, over the course of play, these will fluctuate according to **supply and demand**. This basically means that ships more in demand will cost more, and those which are rarely bought will tend to drop in price!

On the first turn a ship is available, it will always cost the price shown in the Ship List. This rule also applies during your initial build—all ships, regardless of year, will cost you the price shown (remember, of course, that you cannot buy ships available later than Y165, as described previously).

During the course of each turn of the game, the computer keeps track of how many players buy each type of ship. At the end of that turn, ship prices will be modified—rising if it was bought multiple times, and dropping slightly if it was not bought at all. Note that this change is not made until the turn is completely over, so players whose turns happen to run earlier than yours in a given game year will not cause a price change—at least, not yet.

You must be aware of the chance of a price shift each turn, depending on the demand placed on a ship class. Take a look at the abilities of a ship and try to decide how popular you think it might have been. For example, during the initial build, how many people do you suppose will buy F-POLs? This is a 40-EP ship, one of the cheapest out there on a turn in which people are looking to buy cheap ships! Thus, attempting to buy a F-POL in Y166 would not be a good idea. (In fact, you should probably avoid buying any ship that appears in the Default Build, which is listed in Chapter One and on the Initial Build Form.)

A particular order exists to help you observe the price changes on ships you wish to examine. This order is Ask for Ad (AA) and is described in Chapter Seven. You can use this to check the current price of a ship on the turn before you buy it. Keep in mind, however, that if someone buys a ship on the same turn you are asking for its current price, its cost may shift again before you get a chance to buy it at the price shown.

Finally, there is one additional kind of supply and demand you need to be aware of, a type often called "extended" supply and demand. This takes effect if you attempt to buy more than one of the exact same type of ship during your turn. Should you do this, each additional ship you buy beyond the first will cost a 15% surcharge—and this 15% is cumulative, so a third ship of the same exact type will cost a 30% surcharge, a fourth will cost 45%, and so on! This cost is applied to the base price of the ship. Under certain circumstances you might want to consider doing this (e.g., you might buy two of the aforementioned F-POLs in your initial build), but normally it is not recommended.

4.5 Ship Designations

The Ship List shows all the ship classes available in the game. You might want to locate it now to help you understand the rest of the information in this section.

Star Fleet Battles players will recognize the Ship List as an extract from the SFB's Master Ship Chart, although not all ships on the MSC are available within STAR FLEET WARLORD. Also, there are ships available in SFW that do not appear in SFB.

Starships come in many shapes and sizes. There are several classes which you should be familiar with before continuing, as listed in the chart to the right.

There is an important distinction between the *designation* of a ship and a ship's *class*, a distinction you need to be aware of. A **ship class** is a general grouping under which many different ship types may fall, such as "heavy cruiser," "dreadnought" or "frigate." A **ship's designation**, however, is the way you refer to a specific ship type. For example, the Federation Command Cruiser is designated a CC but is of the heavy cruiser class. Whenever you refer to a ship in STAR FLEET WARLORD, such as when you write out an order to purchase one, you use the designation, not the class.

Unfortunately, the races of the galaxy were not always consistent in using ship designations. (When they first built these ships, they were fighting for their lives and didn't concern themselves with consistency!) For example, the Federation's stock heavy cruiser is actually called the CA (identical to the class name), whereas the Klingons call their CA the D7, and the Hydrans have the RN (Ranger).

For your reference, a separate column of the Ship List indicates the class of ship you're looking at. Just remember not to write the class down when buying a ship. Always write down the **designation**.

Class	Abbreviation	Approximate Cost
Police Cutter	PC	40-60
Frigate	FF	60-90
Destroyer	DD	90-110
War (or Heavy) Destroyer	DW	100-120
Light Cruiser	CL	100-120
War (or Medium) Cruiser	CW	110-130
Heavy Cruiser	CA	120-170
Heavy Battlecruiser	BCH	170-200
Dreadnought	DN	200-280
Battleship	BB	300+

Not all races possess ships of every class shown above. When looking through the Ship List, take note of which races are missing which classes, as gaps in the force structure indicate racial weaknesses you should be aware of.

4.6 Ship Statistics

The most important statistics to remember about your ships are their combat factors and their movement rate (speed). Combat factors are broken out into three types: **Attack Factor (AF)**, **Defense Factor (DF)**, and **Shield Factor (SF)**.

Simply put, AF and DF indicate the damage a ship can cause in combat. It's important to understand the difference between the two. If your ship moves into a hex and attacks enemy units, your combined AF determines how much damage you can cause, while your enemies resist using their DF. So, AF is used when you *attack*, while DF is for when you're *attacked*.

Ships are also equipped with shields, noted by the SF statistic. Shields will absorb damage in combat until reduced to zero, and then the hull itself will start taking damage See 4.7 Hit Points below.. **The difference is that shields are automatically restored to full levels at the start of your next turn**, while internal damage must be repaired, or else it remains on the ship-reducing its combat abilities and making it more likely to be destroyed in future battles.

Note: The precise combat abilities of ships are not shown in the Ship List, although you'll learn them as the game progresses-in particular, when you buy a specific ship type for the first time. You shouldn't worry about the exact factors of your ships, as you almost always get what you pay for.

4.7 Hit Points and Damage Levels

Hit Points (HP) indicate the amount of internal damage a ship can take before being destroyed. Hit Points are separated from the DF as a statistic. DF has no any bearing on how much damage a ship can take.

When a generic ship changes missions to the "D" mission (or out of that mission), only the DF is changed, not the hit points. For example, a monitor with 40 DF and 36 HP which changed to the "P" mission would have its DF reduced to 30, but its hit points would remain 36.

Upgrading a ship (with the UPGR order) increases its hit points by the same ratio as AF, DF and SF are improved (that is, +10%). There is a random event which increases this ratio to 20%; this event will also provide the same benefit to hit points, even though it won't specifically say so in the event description.

Whenever a starship takes damage (be it in combat or elsewhere), its shields (SF) will absorb as much damage as possible before they are blown down and the hull itself starts taking hits. Once its shields are gone and the ship has taken more internal damage than it has original hit points, it is destroyed!

There are also various levels of damage. When a ship has taken internals of up to 25% of its hit points, it is considered to have **light** damage. From 26% to 50% is **medium**, 51-75% is **heavy**, and from 76-100% a ship is considered **crippled**. The more damage a ship has, the more costly it will be to repair it (see Chapter Six). Heavily damaged and crippled ships can also lose speed, and crippled vessels cannot carry any of the various types of optional items (fighters, drones, etc.).

Damage also has a detrimental effect on a ship's combat abilities. Light damage reduces its AF and DF by 33%, medium by 40%, heavy 50%, and crippling damage 67%. Hit points do not use this scale, but are tracked individually. For more information on combat, see Chapter Eight. Whenever a damaged ship is listed in a battle report, the level of damage (L, M, H, or C) Will be shown in parenthesis after the designation, but only if the damage was already present at the *start* of the battle. So, for example, if you attack another player's ship and see it reported as the F-BCF (L) "Bismarck", it is a lightly damaged ship.

Integrated Example: Three ships enter a hex containing a variable pulsar. One is a battleship with HP of 100 and a shield factor of 60; the second is a cruiser with a HP of 50 and SF of 35; the third is a frigate with HP 20 and SF 15. The pulsar blast causes 50 points of damage to each ship (a lucky coincidence). The battleship absorbs all of this on its shields, dropping the SF from 60 to 10 (the ship itself is undamaged). The cruiser's 35 shields absorb what they can and 15 damage penetrates inside, dropping the ship's hit points from 50 to 35 (by 30%, hence inflicting medium damage).

Finally, the frigate has only 15 shields and 20 internals, not enough to block all 50 points, so it is destroyed. Note that the cruiser and battleship will get their shields restored fully at the start of the next turn, but to repair the medium damage it has suffered, the cruiser must find a base or repair ship and request repairs.

4.8 Speed

The **speed** of a ship indicates how many hexes it may move in any turn. On your orders sheet you will have six lines for each ship in which you'll write the hexes it is to move into. (Movement is fully described in Chapter Six.) If a ship has a speed less than six, some of these movement lines will be unavailable.

Some players believe a ship's speed is its most important statistic. The fastest any ship can go is 6, but these are very rare and (with the exception of X-ships) weak in battle. Fast ships like these are usually used for probing new sectors, looking for uncontrolled sites. Occasionally they're used as prospectors in areas where terrain is few and far between.

Destroyers and smaller ships can move 5 hexes per turn, cruisers 4, and dreadnoughts or battleships 3. Certain special ships also have different speeds, such as Warp Gates, monitors, fleet repair docks, and Andromedan sleds (speed 2), and obsolete sub-light ships like the Romulan Warbird (speed 1). Some ships even have no movement capability at all!

Ship speeds can be reduced from battle damage or by entering certain terrains (neutron stars, negative energy fields and ion storms). When this happens, the only way to restore full speed is with the REPR (repair) order. Stasis zones can also temporarily reduce a ship's speed by 1, which cannot be repaired-however, the penalty is automatically lifted when the ship moves out of the terrain (see Chapter Three).

A special speed refit becomes available in Y175 which allows you to increase the speed of any ship by 1 hex, permanently! See the REFT order description in Chapter Six for more details.

Hint: The only speed-6 ships available at the start of the game are the Civilian Express Ship (C-FDX) and the Orion Free Traitor (O-FT). However, these ships are rather weak, so avoid sending them into battle or into heavy damage-causing terrain (anything worse than asteroids are off limits).

4.9 Age

Ships have an age statistic which determines how long they have been in play. The turn you buy a ship, it has an age of zero. Each turn thereafter its age will go up by one turn. Aging occurs at the start of the turn before any ship movements or orders.

There is no disadvantage for a ship getting older-in fact, the opposite is true. Older ships become eligible for upgrades and can even gain improvements over time.

When a ship has reached an age of 5, it can be upgraded. The UPGR order is used for this purpose, expending Ores resources as described in Chapter Six. Upgrades improve all combat statistics of the ship by 10% and can add additional optional items (see the UPGR order description for more information on this). However, a base or repair ship is required for the upgrade to be possible.

When a ship reaches its 15th year of existence, it gains an automatic improvement which improves its combat factors each by 10%, and adds a point to the crew level (of course, the maximum crew level is 9-see the description of crews later in this chapter). 15-turn improvements are not the same as the UPGR order described in the preceding paragraph; the two are totally separate and distinct.

Keep in mind that ship aging occurs before any movement or orders. This applies to the automatic 15-turn improvement as well. The last chance you will have to train the ship or do anything else to it before this improvement is during the ship's 14th year. Therefore, if on your Orders Sheet your ship is listed as having an age of 13, your next turn (its 14th turn) will be your last chance to train or upgrade it before the automatic improvement comes (one turn later).

4.10 Optional Items

Some ships can carry a quantity of optional items. These improve the combat abilities of these ships-the more, the better!

If a ship becomes crippled, it can no longer carry optional items, and any such items aboard will be destroyed. Optional items may also be destroyed by less serious internal damage, although at lesser rates. See the individual descriptions below for more details. PFs and MRS shuttles can even absorb internal damage to the ship before being destroyed!

Optional items are purchased using the appropriate miscellaneous orders, described in Chapter Seven. Once bought, items are placed into a **stockpile**, which is located at your Home Office. The stockpile can contain any number of optional items of each type (there is no upper limit, other than what you can afford to buy), which are presumed to be packed away in crates awaiting deployment. Items in your stockpile cannot be used for attack or defense; they are of no use until assigned or delivered as appropriate for their type. An unallocated optional item does nothing for you!

Most optional items are used by starships and are picked up using any of three methods:

- *If you have items in stock when you buy a ship*, that ship will pick up what items it can at that moment- automatically, without any effort on your part! This will happen before the ship is delivered to a Warp Gate, if you specified one as the delivery point. Thus, if you want to be sure a given ship has a full load of a particular item (e.g., fighters on a carrier), buy the items first, then buy the ship. It will get first crack at those items.
- *If any of your ships visits one of your bases*, no matter where that base is or how far it is away from your Home Office, that ship will automatically pick up any items you have in stock (so long as the ship is capable of carrying those items, of course). If several ships enter the hex of a base on the same pulse of movement, the oldest ships have priority.
- *Finally, facilities ships can distribute optional items* using a special order called GIVE (see Chapter Six). When it uses this order, a facilities ship makes all your unallocated optional items available to all ships in the same hex (again, older ships have a higher priority and will take what they can before other ships get a chance - ship captains are notoriously greedy).

Facilities ships are extremely rare and hard to come by. Usually you will allocate optional items to ships by sending them to bases and letting them pick up items automatically.

The cost of an optional item can often vary unpredictably, depending on the moods of the Galactic Council at the time you try to buy the item(s). An item's price can fluctuate as much as 25% above or below the costs listed below, and you will usually not be able to see these changes coming. Fortunately (or unfortunately, as the case may be), price shifts do not last long, and usually go back to normal immediately following your purchase order.

Don't be too concerned about keeping your ships filled with optional items at the start of the game. In the early stages, you need ships more than anything else. Drones and the like can wait, at least until you've had a few good prospects.

Fighters

These are small, one-being attack craft. A vessel which uses these is termed a **carrier**. For simplicity, the Galactic Council provides one generic type of fighter which all carriers use. These fighters have combat factors of 4, both in attack and defense, and usually cost around 5 EPs. Strike carriers and Legendary Aces each add 1 to the AF and DF of every fighter aboard (these bonuses are cumulative).

Typical squadrons of fighters come in groups of 8 or 12. You will note that a carrier with 12 fighters has a significant boost to its combat factors. However, note also that fighters do not provide hit points to a ship, so carriers by themselves can often get in "over their head" and attack forces with much greater staying power. This usually results in a lost carrier! For this reason most carriers are escorted by several other ships to provide support during battle. (See Chapter Eight for a detailed example of this concept.)

Fighters are destroyed in combat only when the carrier begins to take damage. At light damage one fighter will be lost, medium and heavy damage can kill several, and crippling damage destroys them all.

Fighters don't work in novas, supernovas, nebulas, ion storms, negative energy fields, or antimatter zones.

Fast Patrol Ships (PFs)

Fast Patrol Ships are usually referred to as PFs. These units are larger than fighters and in fact are much like small ships, but are incapable of independent strategic operations. To this end they are carried around by other ships, which are often referred to as **tenders**. PF tenders usually hold six PFs and are often scouts as well, although a few "casual" tenders exist that only carry two. Most Lyrans ships fall into this latter category.

A PF has an AF and DF of 15, and usually costs about 20 EPs. Legendary Aces add 3 to the AF and DF of each PF on your ship. There are no "strike tenders," and even if you have PFs aboard a strike carrier, they receive no benefit from this fact.

If a PF is aboard a ship which takes enough damage to cause the ship to reach the "heavy damage" level or greater, one PF will be destroyed and 6 points of damage will be subtracted from that volley. (This process is then repeated until all PFs are destroyed or the volley is no longer sufficient to heavily damage the ship.) This damage absorption ability is the main advantage of PFs over fighters!

Fast patrol ships do not apply their combat strength in negative energy fields, but they do provide their damage absorption. They do not work at all in novas or supernovas.

PFs do not become available until Y180. Note that unlike Star Fleet Battles, all PFs are "generic" and become available at the same time.

Lyrans (historically the first to develop PFs) do not gain PFs any sooner than other races, although many of their tenders are available before Y180. Many players who specialize in Lyrans ships spend their entire income during Y180 in order to fill all their ships with PFs!

Heavy Drones (HDs)

Drones are basically warp-capable missiles which, once launched, seek their target and explode close enough to it to cause damage. They are used only by the galaxy's drone-using races (Federation, Klingon, Kzinti, Orion, WYN, and Frax).

The Galactic Council has lumped all special drones into the "heavy drone" category (you do not have to worry about exactly what kind of drone you are getting, just rest assured that it is better than normal). Each HD sells for about 1 EP and provides 1 point of AF and DF (not hit points).

In combat, heavy drones can be destroyed by damage to your ship, but since drones are unrecoverable items, they will also be used up slowly in each round of battle (even if the ship does not take any internal damage at all). This is referred to as **attrition**.

Ships with heavy drones can also use them in a bombardment attack against a site many hexes away. The rules for this procedure are presented in Chapter Six under the description of the BOMB order. Some ships, particularly Kzintis and L-variants, gain bonuses to this ability, but any ship with drones can take advantage of it if they wish.

Heavy drones do not work in novas, supernovas, antimatter zones or negative energy fields. Their effectiveness is halved in nebulas. These restrictions apply to both combat in such hexes and bombardment attacks into hexes with those terrains.

Commandos

Commandos are carried by troop transports as well as most Gorn and Seltorian vessels. They cost around 3 EPs and add 2 AF and 2 DF (but no hit points) to your ship at all times. Ships with a Legendary Marine Major add 1 to the combat factors of commandos.

At the start of any battle involving a site, commandos will each cause an extra 2 to 5 damage to that site's fortifications! This "first strike" effect is in addition to any other damage provided by the commando or any other ships in the fleet, and is added to all other damage the fleet does to the site during the first round of battle. "First strike" damage is increased by 1 if a Legendary Marine Major is aboard the ship.

The main disadvantage of commandos is their high support cost. (Marines require a lot of food to keep them in shape and happy.) Ship support will be described momentarily.

Commandos can be destroyed in battle by internal damage to the ship, in much the same way as fighters are, but now and then one can also be lost through attrition even if no damage is scored (this is because they are often used in "hit-and-run" ship-to-ship combat and ground operations).

Commandos don't work in novas, supernovas, heat zones, nebulas, or antimatter zones.

Transporter Bombs (TBs)

These are also referred to as T-bombs, and are small mines which can be transported into space or dropped out the back of any starship during the course of a battle. Any ship can carry them, with the exception of Monsters and most Civilian ships. The amount a given ship can carry is determined by that ship's class: police cutters, frigates and destroyers can carry 2; cruisers 4; and dreadnoughts and battleships 6. Minesweepers and X-ships can carry extras.

T-bombs cost 4 EPs and provide an AF and DF of 3. During battle, they are destroyed by internal damage to the ship and can occasionally be lost through attrition even if no internal damage is scored-TBs are unrecoverable after a fight, unlike fighters and PFs.

Transporter bombs are useless in novas, supernovas, antimatter zones, nebulas, and ion storms.

Andromedan ships are the primary users of T-bombs in the galaxy, and because of this their ships will be loaded with TBs when purchased (at no cost to you).

Ships which prospect Old Minefield terrains will automatically fill themselves up with transporter bombs collected from the minefield itself. You must prospect the hex to get these TBs (just entering it will not suffice). There is no limit to the number of times a given OM hex can be prospected for this purpose.

Multi-Role Shuttles (MRSs)

These are a special kind of shuttlecraft which increase the defenses of the ship carrying them. Each costs about 4 EPs, but can only be carried by ships of at least Light Cruiser size or larger. (Ships with a crew of 7 or more can get around this restriction.) Andromedan ships (which do not use shuttlecraft) and most Civilian ships (which cannot handle an MRS) are not eligible to use these units, no matter what the crew level of the ship is. No ship can have more than one MRS.

MRSs improve the DF of their ship by 15%, and also absorb 1 point of damage from any volley directed at the ship (minimum damage hitting the ship is 1 point, however). In addition, if the ship takes enough damage in any volley to cause heavy damage or greater, the MRS will be destroyed and 4 points will be subtracted from the volley (in this way, the MRS is like 4 extra hit points). If both PFs and an MRS are present on the same ship, the MRS will use its damage absorption ability before any PF will.

None of the above abilities will work in novas, supernovas, nebulas, negative energy fields, antimatter zones, or ion storms.

4.11 Crews

Starships are not automated, but have crews which pilot them through space. Crews are normally recruited from the race of the ship they serve on, and respond to training and other inducements. They can gain experience over time, or can be weakened by the effects of terrain such as radiation zones and cold stars, or by certain monsters.

Crew levels range from zero (worst) to 9 (best). A basic crew level is expressed numerically as a 3, which is average (no bonuses or penalties). Ships have this level when first purchased, except for Federation vessels (which begin with 4 due to superior morale) and Frax ships (which have a 5 thanks to their computer-aided crews).

Each crew level above 3 provides a 10% bonus to battle effectiveness (i.e., to the ship's basic AF and DF stats, but not SF or hit points). This same bonus is applied to the EPs gained by any prospecting performed by the ship. (Crew levels 1 and 2 provide a penalty in combat and prospecting, using the same formula in reverse.) Crew levels can also improve (or penalize) other actions such as raiding and long-range bombardment, and can provide special abilities and immunities, as will be listed momentarily.

Crew levels can be lost through encounters with radiation zones or certain monsters. On your orders sheet, the current level of a ship's crew will be listed, followed by its maximum level (if different) after a slash. For example, the note "Crew: 1/7" indicates a ship with a current level of 1 but a maximum level of 7. The REPR (repair) order will restore such a ship to its default level of 3, or you can use a hospital ship's CURE ability to bring the crew back to its previous maximum level (7, in this example). These orders are described in Chapter Six.

Although Federation ships have a crew level of 4 to begin with, this is not their default level. If reduced below 4, a REPR order will only restore them to the default level of 3. You must use a CURE order to get them back to 4.

The best way to improve crew is to send ships into battle. After any fight in which at least some defenses are present, surviving ships on the attacking side may have their crews improved by 1 level. The chance of improvement is 33%, unless the battle is against fortifications only (no ships), in which case the chance is reduced to 25%. Getting from crew level 8 to level 9 is more difficult, however. The chance of reaching this level through combat is only 10% regardless of the type of battle the ship is involved in.

Some of the penalties of lower crew levels and the special abilities of higher crew levels are shown on the chart in the next column.

Level	Bonuses/Penalties
0	Speed is reduced to zero, so the ship cannot be issued any orders at all! (Use a hospital ship's CURE order to rescue the ship from this state, as the ship itself will be unable to use REPR or any other orders.) If forced to defend against an attack, the ship's defense factor is reduced by 50% (not 30%).
1	Cannot use any of the following orders: SCAN, SWPx, BOMB, RADx, NUKE, RESTore, DECY, DECC, or COLlect (see Chapter Six).
5	Immune to AF, DC and MS terrains as well as damage (but not crew draining) from DS. Scouts can count ships when using SCAN SHIPS and report the presence of cloaked ships when using SCAN CLOAK.
6	Adds 1 to any minesweeping effects (if a minesweeper).
7	Immune to WS, IS and OM terrains (but cannot issue SWPx unless already a minesweeper). Damage from MM reduced by half. Can use the REPR order to repair itself. Can cloak in any terrain (if cloak-capable). Can change to the Z or K mission (if a generic ship). Can use an MRS shuttle even if not a cruiser or larger ship. Scouts can report the quantity of cloaked ships in the sector when using SCAN CLOAK.
8	Immune to VP, HZ, MO and SZ terrains. Can change to the N mission (if a non-Orion generic ship).
9	Immune to NO, SN, and all speed-draining terrains. Can change to the F mission (if a generic ship). Can use the CURE, SRVY and ASSAY orders. Adds 2 to any minesweeping effects (if a minesweeper) in addition to the similar bonus gained for crew-6. Treated as an integration ship for all purposes. Scouts can detect the owner of ships when using SCAN SHIPS and the hexes containing cloaked ships when using SCAN CLOAK.

All bonuses are cumulative, so a ship at crew-7 has all the abilities listed for crew-5 and crew-6 in addition to those provided at level 7. Note that crews 2 through 4 have no special bonuses or penalties other than the standard effects on combat and prospecting.

Many of these things may not be familiar to you at this time, but you can use this section as a point of reference when your ships first achieve these crew levels. Other abilities of crews may be discovered as the game progresses.

4.12 Ship Variations

Some (but not all) ships are equipped with variations which give them powers above and beyond their ability to fight. These are indicated by letters in a column of the STAR FLEET WARLORD Ship List. It is the abilities of these variants that make most ship classes worth purchasing!

When a ship has a letter in the Variant column, check the chart below to see what ability (or abilities) it possesses. With the exception of the Generic variant, these abilities are fixed and unchanging. ("Generic" ships, designated with the

variant letter "G", are described after the variation list below.) It is not possible to buy any kind of "custom" ship or change these variations in any way during the game. (Note that generic ships have a "mission" which can be changed, as described shortly, but this is not the same thing-do not confuse the two.)

When a ship class has a variation, the variant's combat factors (AF, DF and/or SF) are usually {but not always} reduced to reflect the deletion of these systems on the base hull to make room for the extra systems. Most variations also increase the price of the ship, although this is not always true-some variations actually make ships weaker, such as O (obsolete) variants, which are slower than other ships. Much effort has been taken to make sure that the price shown on the STAR FLEET WARLORD Ship List balances the combat factors with these abilities, so no matter what else happens, you'll get what you pay for.

Some ships have no variant letter, indicating they are a standard ship of their class with no special abilities. A few ships possess more than one variant, indicating they have a combination of abilities. Generally speaking, these are the ships you will want to consider buying-but everyone else is going to do the same, which will drive the price up on these ships!

The Ship Variant Ability List is in **Appendix F**.

4.13 Limited Variants

For some of the races, new ship types have been added, some of which have special "limited variants. Limited variants are designated with a lowercase letter (e.g., "g" instead of "G") and can only utilize some of the abilities of the full variant. The following limited variants can be found in **Appendix G**.

4.14 Changing Missions: The Generic Ship Variant

The generic ship is the most versatile unit in STAR FLEET WARLORD. This type of ship can change missions at will (whenever it is in the same hex as a base or integration ship), meaning it can assume the duties of almost any other ship variant!

Before we go any further, you need to understand the difference between a **variant** and a **mission**. Variants are fixed and unchanging. You cannot order a ship to change its variant, nor can you add or delete variant types from a ship. A ship may have one, none, or several variants at a time, however, one of which might be the generic variant, which allows mission-switching.

Missions are only available to generic ships-that is, ships which are G-variants, such as most tugs, modular ships, monitors and Orions (along with quite a few WYNs). A generic ship can change its mission whenever it visits a base or is in the same hex as an integration ship (it does this with an order, MSNx, described in Chapter Six). The "G" variant will not change at this time, nor will any other variants the ship may possess. The only thing that will change is the current mission.

When a generic ship is bought, it will have a mission already set. Usually this is the "B" (battle) mission. Monitors (C-MON) are the only exception-these arrive in "D" (defense) mission. The combat statistics for generic ships include the bonus stats provided by these missions (see the list on the next page), which are built into the design.

It is not possible to request that a generic ship arrive in a different mission other than stated above. This is an intentional limitation placed on these highly versatile ships. If you want to change a generic ship's mission immediately after it is bought, make sure a base or integration ship is somewhere nearby!

Ships can change missions more than one time during a turn, limited only by the number of moves they can make. For example, a Tholian LTT in the same hex as a base could change to the H (hospital) mission, issue the CURE order, then switch to the R (repair) mission to be used as a repair ship.

Allowed missions are explained on the list which follows. Note that many of these are similar to the variants which use the same letter, but not always. Many of the variants cannot be simulated by any mission type.

The Generic Mission Ability List is in **Appendix H**.

4.15 Additional Notes on Generic Missions

Missions which provide optional item carrying capability to a ship do not provide those items as well! The ship is responsible for picking those up on its own. (If the mission change is made at a base, this will not be a problem, as bases make optional items available automatically.)

If a generic ship changes out of a mission and can no longer carry the optional items that mission provided (e.g., a ship in Carrier mission switches to Battle mission and can no longer carry the 12 fighters it has aboard), those items are returned to the Home Office stockpiles immediately and automatically. This happens regardless of the location of the ship.

If a generic ship also has another variant letter associated with it (other than "G"), the ship cannot change to the mission that corresponds to that variant letter *unless the mission provides an additional quantity of something* (attack factor, fighters, etc.). For example, a generic carrier could switch to the "V" (carrier) mission, since that mission adds an extra quantity of fighters, but a generic integration ship (such as the O-SLV) could not change to the "I" mission because it

already has integration capabilities. It could not further benefit by changing to that mission, so there would be no point to doing so in any case.

4.16 Legendary Officers

Legendary officers are individuals who, due to some inherent skill or ability, truly excel at a particular job. Each turn, you will locate one or more legendary officers for future use by your Corporation. This happens automatically and with no effort or cost on your part. At the start of the game, you will be provided with one officer of each type (except Captain) as part of your initial Corporation setup.

Officers are normally assigned to ships, although it is possible to place one on a site (see Chapter Seven). Officers are picked up by ships using the GLOx or FLOx orders as described in Chapter Six. This will cost your Corporation some people or food depending on which of the two orders you decide to use. The more expensive the ship, the higher the cost - it's 20% of the base EP value of the ship, or 75% for a Legendary Captain.

Once a legendary officer is aboard a ship (or assigned to a site), he cannot be removed or transferred unless the ship is scrapped or the site is unfortified or dropped (in any of these cases, he will return to the unallocated officer stockpile to await reassignment). Therefore, you should use care in deciding where to send your valuable officers.

Officers aboard ships can be killed if the ship suffers serious internal damage. The chance of this happening in any volley of internals is 25% for heavy damage and 75% for crippling damage. Lesser damage will not kill officers. Note that a Legendary Doctor aboard the ship will keep officers alive at all times (until the ship is destroyed, of course).

There are eight legendary officers in the game. These are listed and described below, along with the effect they have when placed on a ship. The letter that identifies the officer type is shown in parenthesis after the name. Some suggestions on how to use the various officers are provide after their individual descriptions.

Ace Pilot (A)

These legendary pilots can use their fighters or PFs so well, it's like they were an extension of their own bodies! This inherent skill can be passed on to other pilots on the ship. Therefore, the AF and DF of any fighters aboard are increased by 1, and the AF and DF of PFs is increased by 3.

Obviously, the best place for an Ace Pilot is aboard a carrier or space control ship with a lot of fighters and/or PFs.

Marine Major (M)

The Major is a rarity among the Marines - an officer liked well enough to inspire loyalty but mean enough to command respect. Any ship he is present on gains a 25% bonus to its AF when it attacks a site (this is in addition to any similar troop transport or Gorn attack bonuses). Also, the AF and DF of any commandos aboard are increased by 1, and commandos each add 1 to the damage they cause during a "first strike" attack.

You normally shouldn't bother with a Marine Major unless the ship carries commandos, which have the most to gain from his abilities. Larger troop transports, such as the Gorn COM, are good choices.

Science Officer (S)

For a non-combat type, this is one of the most useful and demanded officers due to his skill with scanning equipment. A Science Officer will turn any ship into a scout - that is, the ship may make scans as if it were an So variant ship! What's more, if placed on a ship which is already a scout, that ship becomes a heavy scout for all purposes!

If placed on a heavy scout or crew-9 ship, a Science Officer adds an even more interesting ability, the **proximity scan**. This scan will be performed automatically by the ship on each turn, with no effort or special orders required. The proximity scan reports the terrain and number of uncloaked ships in every hex adjacent to the scanning ship. This is highly useful for probing borders.

Use science officers when you can't get a "real" scout into the area you need to scan. The ability to make a scout into a heavy scout is highly useful early in the game when you can't afford the time to make ship scans during your first movements into new sectors (the heavy scout ability makes any terrain scan you perform provide a ship scan at the same time).

Navigator (N)

Navigators are capable of finding safe ways through certain terrains, especially those in which a skilled ship pilot can dodge or evade an object or field-this makes the ship immune to the effects of asteroids, dust and meteor swarms, and halves damage from pulsars, old minefields and magnetic meteors. Navigators also make a ship immune to the effects of weak space.

A Legendary Navigator also possesses the instinct to know when terrains ahead are deadly. For this reason any ship with a Legendary Navigator is considered an exploration ship (E-variant), as described in the preceding section. For reference, this means the ship will not enter terrains that will instantly destroy it with no damage roll required (e.g., supernovas, antimatter zones if the shields are down, gravity wells if the ship is already severely damaged, and so on).

Navigators are useful when you need to capture a site located in particularly annoying terrain, especially when that terrain is in your home sector. You can also use one to help protect your scouts as they cross unscanned borders, possibly saving it from a rude surprise such as a supernova.

Engineer (E)

Engineers make their living performing repairs and other assorted miracles. They are also masters of the supply system, able to always keep enough parts in stock to perform needed repair work. For this reason, an Engineer will act as a kind of repair ship (R-variant) with unlimited capacity, meaning other ships in the same hex can use the REPR order as often as they like with the Engineer acting as the required repair ship. Naturally, this will also provide the ship with an immunity to warp- draining terrains like negative energy fields, ion storms and neutron stars.

It should be noted at this point that Legendary Engineers cannot use the FIX order (see Chapter Six) because that order requires tangible repair points which the Engineer does not provide. An Engineer on a "true" repair ship will restore these points as they are used, however, perhaps the only reason you would ever bother putting an engineer on such a ship.

In addition to the above, an Engineer will also repair one level of damage and/or one point of lost speed (but not lost crew) every turn for the ship he is assigned to. This repair takes place at the start of the turn before any movement or orders by that ship. Naturally, such repairs are free!

Finally, the Legendary Engineer will keep 1 point on the ship's shields if it enters a nebula hex (assuming the shields were not already down). The Engineer cannot protect shields in any other terrain or in combat; this applies only to nebula effects.

The Engineer is one of the better officers. Every fleet should have either a repair ship or a ship with an Engineer, as you can make repairs pretty much at will. You can also use engineers to help your ships enter and prospect those valuable negative energy fields. And, if you discover a Molten Ores site in a nebula, you will want to use an Engineer to help capture it, or your ship will take severe damage in the attempt.

Doctor (D)

This is perhaps the most common legendary officer. A Doctor brings with him the medical knowledge and skills that are normally found only on hospital ships-therefore, a ship with a Doctor gives his ship all the abilities of a hospital ship (H-variant). This means the ship will be immune to radiation effects and can use the CURE order.

Legendary Doctors will also prevent any other officer aboard (including themselves) from being killed by heavy or crippling damage to the ship. This is the only legendary officer ability that a Legendary Captain does not duplicate.

Doctors are helpful if you want to conquer cold stars or sites in dust storms or radiation zones (and also to prospect dust storms). Put one on a fast ship in a fleet so you can pass that fleet through radiation and quickly restore lost crew levels afterward with the CURE order. And if you use a Legendary Captain, be sure to assign a doctor as well, to keep him from being killed by unexpected damage to the ship.

Weapons Officer (W)

Another fairly common officer, the Weapons Officer is adept at targeting and precision fire, as well as establishing lock-ons and guiding long-range weaponry. As a result, the ship will gain a 25% bonus to its base AF and DF (but not hit points) in battle. This is above and beyond any benefits for high crew levels, troop bonuses, and similar effects, and is cumulative with the marine major bonus if applicable.

This bonus also applies when determining the range effects on a long-range bombardment strike (using the BOMB order), as well as to the chance of successfully raiding a fortified site with the RADx order. These orders are described in Chapter Six.

Weapons officers are meant for your ships with the highest combat factors-battle (B) variants especially. Don't bother putting one on a small ship as the effect will be too limited. Weapons officers are also a must on raiding and bombardment ships.

Captain (C)

The Legendary Captain is the rarest of all legendary officers, perhaps accounting for only 1-3% of all officers you will receive during the game. Some Corporations never see a Captain, so if you get one, treat him with respect and choose his location wisely.

Captains are versatile, and act as ALL of the legendary officers listed above, with all of the effects as described! However, Captains are not cumulative with other officers aboard the same ship, so there would be little point in having a Captain and an Engineer on the same vessel, for example. The sole exception is the Legendary Doctor, whose officer-protection ability is not duplicated by the Captain, and hence could keep the Captain alive if the ship takes heavy or crippling damage.

As noted, use your captains wisely. Put him on the flagship of your largest fleet. Some of the officer abilities require a pulse of movement (e.g., the doctor's CURE ability) so you might want to put a Captain on something fast like an X-ship.

4.17 Prime Teams

Prime Teams are a group, led by a Team Leader, who excel at various diplomatic and exploration abilities. Prime Teams (often abbreviated as PTs) are difficult to get a hold of, but can provide a ship with several useful abilities. In many ways, a PT is treated as a legendary officer-in fact, you will use the same orders (GLOx and FLOx, as explained above and in Chapter Six) to assign Prime Teams to a ship.

If a ship possesses a Prime Team, it has the following abilities:

Notification/Surveying: PTs are treated as notification ships ("N" variants) for all purposes, meaning they are able to detect the prospecting value of any hex they pass through, and provide the resource increase a notification ship gives you when it prospects. This also means a Prime Team will provide the abilities of a survey ship, too, including the 25% prospecting bonus. Note that these prospecting bonuses are not cumulative with any existing surveyor notification abilities. If the ship already has these abilities, there is no improvement to them.

Training: PTs can impart some of their training to the rest of their ship's crew. A ship with a Prime Team aboard can train up to level 7 instead of the normal limit of level 6, and all such training is done at half the standard cost. *A base or integration ship is still required in order to perform this training!* In addition, the chance of increasing a crew level through combat is improved to 50% (25% if going from level 8 to level 9).

Missions: If a PT is aboard a generic ship, the ship can change its own mission at will, without the aid of a base or integration ship. *A Prime Team does not act as an integration ship for any other purpose!*

Scanning: PTs can enhance the passive scanning arrays of any ship. If a ship has a Prime Team, it will make a Proximity Scan automatically each turn (see the description of the Legendary Science Officer in the preceding section). If the ship is already capable of making such a scan, there is no additional benefit. *Note that being able to make a Proximity Scan does not in any way make the ship a scout or heavy scout!*

Combat: PTs are considered to be a heavily armed super commando squad. A Prime Team provides the same benefits as 5 commandos, i.e., an AF and DF of 10, plus 10-25 damage to a site's fortifications on the "first strike" shot. (See the description of commandos earlier in this chapter.) PTs will not be lost in battle unless the ship is destroyed.

Prime Teams have one disadvantage: they require quite a bit of ship support to maintain. This amount is equal to the same amount of food that 5 commandos would consume. See the section on Ship Support (below) for more details.

Each Corporation earns one Prime Team in Y170 and again every 10 turns thereafter (i.e., Y180, Y190, etc.). This PT arrives during the Post-Turn Status Phase of the turn, and thus could not actually be used until the turn that follows. It is also possible to request a Prime Team (for a high fee) using an order which does not become available until several turns into the game. This order will be described to you at the appropriate time.

4.18 Ship Support

Starships require support to keep them operational. Beginning at the start of Y167, you will be required to pay a support fee for each ship you own. This fee will be paid in FP (food) resources and will be deducted from your income automatically at the start of your turn.

The ship support fee is a simple calculation. Simply sum up the original (base) EP cost of each of your ships (not including decoys). To this add 5 for every fighter you have on a ship, 20 for every PF and 10 for every commando, plus 50 more if the ship has a Prime Team aboard. Your ship support fee will be 2.5% of the resulting total. (Note that fighters and PFs on sites do not count, nor do drones or T-bombs, high crew levels, legendary officers, upgrades, refits, other ship enhancements, or any optional item not currently assigned to a ship.)

You will not have to personally make this calculation every turn; the computer will do it for you. This section is included only so you can see how the calculation is made.

Usually the ship support fee will not be a tremendous drain on your economy. Of course, if food is your weakest resource, the opposite may be true. Do not play Gorns or use many troop transports if you are low in food. A lot of fighters or PFs in play can also increase your ship support. If you are limited by food, spend your EPs on ships, fortifications, T-bombs and drones, which will give you the highest combat factors with the lowest support fees.

If your ship support fee is so high that your Corporation has a negative economy (i.e., your ship support fee exceeds your food income), the only detrimental effect you will see is that you will have no economic points to spend. Ships will not be lost if this occurs - a situation which is very rare, and has happened only a few times in the history of STAR FLEET WARLORD.

4.19 Decoys

Decoys cost 15 EPs. They perfectly simulate ships - except they don't move. Their primary purpose is to deceive your opponent as to the true position of your ships. Drop a few around any sector and your enemies won't be able to tell which of the blips on their scans are real ships and which are decoys!

Any starship can drop one by issuing the DECY or DECC order as described in Chapter Six-however, *you are not allowed to place one in the same hex as a site* (for combat balance reasons). Decoys are bought with a miscellaneous order, BY (see Chapter Seven), and are kept in a stockpile until deployed, in much the same way as an optional item.

However, they are not "carried" like other optional items are, which is why they are listed in a separate section.

Decoys are treated in all other ways as ships. This means that when you drop one, it will appear on your ship list each turn, reminding you of its presence-the designation for a decoy is "C- DC" for the standard type and "C-DCC" for a cloaked decoy.

Decoys have an "apparent" defense factor in addition to their "true" DF of 0. When an enemy ship approaches the decoy, it will "read" its DF as 25 points instead of the correct value of 0, possibly causing a small ship (a PC or scout) to "bounce" away (that is, retreat to its previous location). If the ship does attack, however, the decoy will quickly be destroyed. In either case the deception will be revealed, of course.

You may pick up decoys at any time, simply by moving a ship into their hex and issuing the COLL order (short for COLLECT). That single ship will pick up every decoy in the hex, and collected decoys may be used immediately afterwards, on the same or a later pulse.

Decoys can be either visible (when dropped with the DECY order) or cloaked (use DECC for this type). You do not have to be using Romulans or Orions as a primary race to use DECC. Note that since the primary purpose of decoys is for deceiving an enemy by cluttering up his scans, you would normally use standard (non-cloaked) decoys unless you were using many cloaked ships already. In this case your cloaked decoys would confuse his scans for cloaked ships (see the description of the SCAN order in Chapter Six).

Keep in mind the restrictions of decoys. In particular, since they don't move, they are of limited strategic value. Use them for deceptions only. Also, you cannot drop them in the same hex as a site, so you can't use them to generate a huge DF at a site you want to protect. Use fortifications instead!

4.20 Initial Thoughts

Now that you have read about all the nifty things ships can do, and all the neat enhancements you can make to them, you might be wondering how you can take all this into account at the start of the game-in particular, how you might set up your initial build. Here are some thoughts on this matter.

Since you don't know the terrain in your home sector until you have sent in your build, you may want to hedge your bet by purchasing ships to counter the terrain possibilities. Remember, sites can be located in any area terrain! Consider the following suggestions.

Buy a scout. Maybe two or three, while you're at it! You need to get scans of your adjacent sectors as soon as possible. Some players consider scouts the most important ships at the start of play. While you should indeed concentrate on capturing every site in your home sector at first, you must also get scans of adjacent sectors as quickly as possible. This will pinpoint the competition, and gives you a direction for future expansion. If you can have two or more scans by Y169, you're doing well.

Buy a speed-6 ship, in case you have a site 11 or 12 hexes from your Home Office. This is rare, but it can happen. (Keep in mind that the only two speed-6 ships, the O-FT and C-FDX, are quite weak in combat.) You will want to secure your home sector bonus as quickly as you can, hopefully by the end of Y167 or Y168.

Consider buying a minesweeper and a Tholian ship, just in case you have a site in an old minefield or weak space. Many players buy one or the other but not both (to save an order line). If the worst luck befalls you and you do have one or more sites in a minefield and one or more in weak space, you'll need to use a Legendary Navigator or generic ship to help out.

Consider a tug, modular ship, or Orion - any of these can change missions to cover any other problems that may crop up in your initial terrain. Then, if you don't have any serious troubles (such as those described in the previous paragraph), a generic ship can become a scout or survey ship (remember that Orions cannot use the survey mission, of course).

Depending on your taste, you might also try one of the following variants in your initial build:

Heavy scouts are good buys because of their advanced scanning ability. They can also take more damage than other scouts due to their cruiser size, and are therefore more likely to survive an enemy attack early in the game. Their high price limits their usefulness, however.

A battle-variant cruiser will be a good way to rid yourself of that annoying space monster in your sector. (Killing the monster gets it out of your way and also provides a bounty you can use to buy more ships.) You will probably want to escort the cruiser with a smaller ship to ensure victory. Cruisers also make good platforms for prospecting any valuable Variable Pulsars you have in your sector-with the aid of a Legendary Navigator, of course!

A monitor, while slow, will be a good way to defend your Warp Gate from attacks by lone raiders. The monitor is the best defensive unit in the game, bar none!

A survey ship will be costly, but will increase your income in the long run. Consider it an investment. Non-Orion generic ships in survey mission are a likely candidate for this duty.

Chapter Five

The Galactic Powers and Other Organizations

5.1 Background

The races of the Galaxy are uncomfortably at peace, a peace forced upon them by the Organians. They possess numerous ships and ship designs that are useless to anyone but yourself and other Warlords, and would dearly love to sell these to you in exchange for the resources you collect from the Greater Magellanic Cloud.

When the game begins, you form an initial build by spending your treasury of 300 EPs (plus first turn's income of 100 points, and any loan you request) on ships from the STAR FLEET WARLORD **Ship List**. These can be of any race except the Monsters, Frax or Seltorians (see the description of those races for more details). You will also need to buy ships from your three primary races (see the next section).

Each race's ships are designated by a single code letter for ease of identification. For example, the Federation uses the letter "F" to identify its ships. Whenever you see a ship in the game, its class will be preceded by the appropriate letter. For example, a ship with the designation "F-DD" is a Federation destroyer, and a K-D7 is a Klingon D7 (their version of the heavy cruiser). Race is a critical thing - the DD of one race is not the same as the DD of another!

The races themselves will not intrude on your fun in the GMC, but it is important that you know a little of their histories and the advantages and disadvantages of their ships. This chapter includes a brief description of each race, the letter that identifies them, and how their ships will help you claim victory in STAR FLEET WARLORD.

5.2 Primary Races

After the initial build, you will need to declare up to three **primary races**. These are the races from which you will buy the vast majority of your ships. Primary races are declared using the PR order described in Chapter Seven, and once a primary is declared, it is not easily changed. For this reason, you should take some care in choosing the races you want to deal with.

If you attempt to buy ships from a race outside your primaries, you will be forced to pay a surcharge. This surcharge varies anywhere from 1% to 100% of the base cost of the ship, and you cannot predict how much it will be for any given purchase. Civilian ships, which are available to all Corporations by order of the Council, do not require a primary race declaration and are not subject to the non-primary penalty.

Don't bother declaring a primary race during your initial build. You will need all ten order lines for ship purchases and a loan request. Instead, use the orders you have available on your first turn. Just be sure you declare a race to be a primary before attempting to buy any ships from it!

5.3 Combat Tactics

Combat tactics reflect a general battle doctrine your Corporation can order its ships to use. You can set one tactic for use when you are on the attack and another for when you are defending. Tactics are set using the CT order as described in Chapter Seven. Combat tactics and the advantages/disadvantages for all races are listed in **Appendix M**.

Each race has one attack and one defense tactic which it excels at, and one of each that it is penalized for using. Ships gain a 15% bonus if your Corporation has set the right combat tactic for their race, or suffer a 15% penalty if using the incorrect tactic. Obviously, you will want to use races which use compatible tactics, or one of your races might suffer in combat.

Note that it is not possible to set a combat tactic for an individual ship. Combat tactics affect your entire Corporation as a whole.

For example, the Federation prefers a sniping attack tactic, but the Romulans dislike it. If your Corporation sets its attack tactic to sniping, any Federation ships you own will gain a 15% bonus when they attack, but your Romulans will suffer a 15% penalty. All other races will be unaffected.

It should be noted that the exact details of any tactical battle will always be played out by the computer, so you don't need to concern yourself with exactly how these tactics were employed. See the chapter on combat (Chapter Eight) for more details.

Combat tactics are optional. If you do not set any tactics, there will be no bonus or penalty applied no matter what combination of races you are using.

5.4 The United Federation of Planets (F)

Also known as the UFP, the Federation is made up of numerous races which have joined together in a free democratic society. Their ships are built primarily for exploration, surveying and scouting, although during the General War they constructed some of the best warships ever designed, especially carriers and carrier escorts.

The Federation optimized their vessels for crew comfort, and their crews are usually more highly trained and motivated than those of other races (you get these highly trained crews with the ships you buy, of course). As a result, any Federation ship will have a crew level one higher than normal when purchased (i.e., a crew of 4 instead of the default of 3).

The UFP prides itself on its peaceful and benevolent background, although during the General War they proved themselves at least the military equals of the Klingons. Many Federation ships are designed for support and utility roles, so you'll find they have numerous scouts, survey vessels, and even a useful hospital ship. Ships of the Federation also come well-equipped with labs, giving them a 10% combat bonus when fighting those annoying space monsters. This bonus is applied only when on the attack and only when the defender is the Nasty Space Monsters (998) Corporation (described later in this chapter).

The Federation uses drones, although not to the levels of other drone-users like the Klingons and Kzintis. They also have many carriers, reflecting their heavy use of fighters in the late years of the General War.

Unfortunately they never developed a fast patrol ship design and therefore do not have any PF tenders. (They can get around this restriction somewhat by switching their tugs to PF tender mission, which gives them access to the generic Council PFs.)

Federation ships are armed with photon torpedoes, a weapon which is at its best from a distance. For this reason their ships prefer a sniping attack and a retrograde defense. Complicated ballet attacks are not to be used, nor are sit & spin defenses which allow the enemy to pick the range.

Ships of the UFP are balanced and support-oriented, but do not excel in any particular area except the starting crew level bonus.

5.5 The Klingon Empire (K)

The Klingons are one of the two main enemies of the Federation (the other being the Romulans), and are perhaps the most combat-oriented of all the Galactic Powers. Their entire history is one of conquest, and only the fact that they are all but ringed with enemies has kept them from conquering the Galaxy.

Klingon ships almost always have a higher attack factor than defense factor. This gives them an advantage when attacking someone (obviously), but leaves them somewhat vulnerable to the counterattack. They have many support variants as well, although they are lacking in certain areas, such as destroyers and repair ships.

The Klingons developed the Stasis Field Generator (SFG) before the General War. The Klingons are also one of five races which can use maulers (the Romulans and Lyrans, two of their allies, and the WYNs and Andromedans are the others). See the preceding chapter for details on the special abilities of these ships.

The Klingons are second only to the Kzintis in drone usage, and some of their drone ("L") variants can carry quite a number of heavy drones.

Klingon ships use disruptors, a weapon which fires best at medium range. This combined with the maneuverability and weapons arcs of the typical Klingon makes them best at the knife-fighting attack, with a station-keeping defense also preferred. Overrun attacks and defenses are to be avoided.

The Klingons have many ship designs to choose from, and all of these are good in combat-especially their battleship, the B-10! If you are looking for a good all-around warship, look no further than the vessels of the Klingon Empire.

5.6 The Romulan Star Empire (R)

The Romulans are the other major enemy of the Federation, and almost share a border with the Klingons (they would, if the Tholians were not between the two races).

Romulan strategy and tactics revolve totally around the cloaking device, a nifty item that allows their ships to hide from enemy scans. In this game, the major effect is that while cloaked, they can't be seen by normal ship scans. It is possible to locate them using more complicated methods of scanning, but these are difficult to utilize. The cloak requires one movement pulse (i.e., one point of a ship's speed) to activate, but this will be worthwhile considering your enemy won't know you're there.

The cloaking device requires lots of room on a starship, space which cannot be used for weaponry. As a result, most Romulans have slightly weaker combat factors than similarly priced ships of other races. The cloak does provide a tactical benefit-if your ship is cloaked and comes under attack, it will take 25% less damage on the first round of battle. This only works if the cloak is active, so you must be the defender. However, it does help balance out the weaker combat factors.

The Romulans have access to mauler technology (they invented it, after all) and have more such ships than any other race. Some of their mauler ships have a higher shield factor than AF or DF!

The design of most Romulan ships favors an oblique attack, where most of their plasma torpedoes (their weapon

of choice) and phasers come to bear on the enemy. Romulans also employ powerful nuclear space mines and enjoy an advantage when using mines on the defensive. Tactics to avoid are sniping attacks and the directed damage defense.

Romulan ships are not the best to use in battle, but that cloaking device is a powerful advantage. There's nothing quite like invading enemy territory and remaining invisible to his scans, thus making retribution all but impossible! The cloak brings a heavy price, however. The ship itself is slightly weaker in combat, and you must sacrifice one of your valuable movement points in order to use it. Plus, it doesn't work in certain terrains or if your ship makes a scan. Still, if stealth is your goal, the Romulans are the ones to buy your ships from.

5.7 The Kzinti Hegemony (Z)

The Kzintis were originally an enemy of the Federation, and fought several wars with them (but lost each one). When the General War began, however, the Federation joined on the side of the Kzintis and Gorns, the three of them forming what became known as the Grand Alliance.

Kzinti ships are fairly well balanced, although they lack the high combat factors of the Klingons. What they lack in firepower, though, they make up in drone capabilities. Almost all Kzinti ships can carry heavy drones, and some can carry a phenomenal number of them. In addition, Kzinti ships are so adept at long-range bombardment that they earn a range bonus when using the BOMB order, as described in Chapter Six.

Kzinti ships can afford to be careful, launching their drones and letting the enemy deal with them as they see fit. The cautious attack is thus preferred, as is a directed defense against critical enemy ships. Kzintis should avoid echelon formations (the explosions of the lead ships will take out your own drone waves) and minelaying defenses (which, again, interfere with your drones).

If you are going to play Kzinti ships, you may as well commit yourself to purchasing large numbers of heavy drones. A drone, having an AF and DF of 1, is like paying one economic point for one AF/DF point, perhaps the best such buy in the game! But drones are used up quickly, and constantly need replacing, especially if you plan to make any long-range bombardments. Keep this in mind.

5.8 The Gorn Confederation (G)

The Gorns have been allies of the Federation almost from their first meeting (except for a brief battle that both sides immediately regretted). Well before that alliance, however, the Gorns were enemies of the Romulans.

Gorns are large, powerful reptilian creatures. This tough physical structure gives them advantages in hand-to-hand battles, such as during ground combat. The Gorns know this, of course, and specialize in commando squads. Almost all Gorn ships carry at least a few commandos, and every single Gorn vessel has a 25% bonus to its attack factor when attacking a site. Gorn troop transports earn this bonus twice!

Gorn ships are designed to take advantage of the ballet tactic, firing their plasma torpedoes from moderate ranges for both attack and defense. With their notorious lack of transporters, the minelaying attack is usually poor, and like the Romulans, they do not like directed damage defenses.

Possibly the only problem with the Gorns is their lack of different ship designs (considering that they are a major race). The ships they do have are very well balanced, however. Gorns are also the only race which can carry commandos in large quantities, so if you plan to attack a well-fortified enemy, their ships are an excellent choice.

5.9 The Tholian Holdfast (T)

The Tholians came to this galaxy over a century ago, and set up shop between the Klingons, Romulans and Federation. Only because of their superior defensive abilities (and web technology) did they manage to survive in such a precarious position.

The fabric of space where the Tholians settled is somewhat weak, and they had to make certain adjustments to survive in that region. As a result, all Tholian ships are immune to the effects of weak space terrain. If you find a site in weak space, you'll want to use a Tholian ship to conquer it, and if your enemy puts a base in such terrain, you may need a whole fleet of Tholians to take it out!

The web that Tholians use is best when anchored to a solid, single mass that comes in great quantities- asteroids are obviously the preferred terrain for this race. If Tholian ships are ever attacked in an asteroid field, they will receive a 25% bonus to their defense factor (not hit points, however).

The web caster is a device only the Neo-Tholians (a sub-race of Tholians who did not arrive until late in the General War) utilize. Uses of the web caster are described in Appendix F in the W-variant section..

Tholians thrive on caution, putting up webs and remaining behind them as much as possible. Cautious attacks and "circle the wagon" defenses are thus preferred, while overruns are to be avoided.

While Tholians have an excellent defense factor and usually have very good shields, their attack factors are quite weak. Tholian ships are therefore unremarkable in combat, unless they are defending in asteroids. They are best used in support roles, or to attack areas of weak space.

5.10 The Orion Pirates (O)

The Orions are not actually a race, but a collection of individuals drawn together for a common purpose: greed! The pirates made quite a killing during the General War, and are more than happy to make even more now by selling their ships to your Corporation.

Orion ships use optional weapons mounts. These options can be switched for other weapons or systems quickly (within a single pulse of movement). This allows an Orion to be a scout for a while, then become a troop transport, then a carrier, or whatever. In other words, Orions are all considered generic ships! Remember, though, that in order to switch missions, an Orion must be at a base or integration ship. If you use Orions, make sure you pay attention to these logistical matters, or you won't be able to take advantage of this ability. (Note: Orion ships are not quite this versatile in Star Fleet Battles, but this is fiction, after all!)

Orions can also use the cloak. The only problem is that the cloaking device is not normally installed on their ships. You can install one when the ship is bought, or later in the game, but either way it will cost you a surcharge of 15% of the ship's base cost. Orion X-ships have the cloak automatically, at no extra cost.

Due to the Orions' emphasis on attacking convoys and their escorts, and a lack of need to defend any territory in the home galaxy, Orion Pirates have enormous attack factors and very low defenses. This means that on the attack they are awesome, but will lose the counterattack every time. Do not use Orion ships in any sort of defensive role, unless you switch them to the "D" mission!

Orions love to overrun, both when attacking and defending, since they can use a power enhancement known as "engine doubling." They don't like to stick around long in battle, though, because this tends to burn out their engines. You should therefore avoid cautious attacks and station-keeping defenses which tend to prolong an engagement.

You might encounter some computer-controlled Orions during the game, operating under the Corp name Orion Scum (997). These have bases in the wild sectors of the galaxy, and generally make a nuisance out of themselves (as all good pirates should). See the description of wild sector pirates later in this chapter for more information on the Orion Scum.

5.11 The Hydran Kingdom (H)

Hydrans are a warlike, methane-breathing race situated between two warlike nations, the Klingons and Lyrans. At one point the Hydrans had been conquered by the Klingon-Lyran alliance, but managed to successfully rebel against this tyranny, and barely survived the General War.

Hydrans love fighters - they were the first to develop them, almost a century ago. Almost all of their ships carry at least a few fighters, greatly enhancing their combat abilities. Some of their Battle variants (armed with a particularly nasty weapon known as the Hellbore) lack fighters, but have excellent attack factors.

Hydran weapons are designed to fight the enemy up close and personal. On the offensive, they prefer the rapid-fire Mizia attack, since their weapons are particularly good at causing multiple volleys of internal damage. Defensively, they prefer the overrun counterattack. Tactics to avoid include the cautious attack and the wagon-train defense.

Anyone planning to use the Hydrans should plan on buying plenty of fighters. You cannot realistically expect to load every carrier you buy at the start of the game, but you can always fill them later. Just keep in mind that Hydran ships are slightly weaker than those of other races. So if you buy a Hydran ship, load it with fighters as soon as you can.

5.12 The Andromedan Invaders (A)

Just after the ISC conquest, the Andromedans (or simply "Andros") began to invade the Galaxy. After many years of warfare, they were finally defeated and driven away. Many of their ships survived, but without their Desecrator starbase, they were reduced to the status of nuisances.

In the tri-video series on which this game is based, a few Andromedans found their way to the Greater Magellanic Cloud. You might encounter them here under the Corporation name **Andromedan Invaders (996)**. This Corp is controlled by the STAR FLEET WARLORD computer, and operates from bases in the "wild sectors" (sectors not initially occupied by players). See the description of wild sector pirates at the end of this chapter for more information.

Andromedans can also be selected as a primary race by your Corporation, as was seen in the "Warlords of the Cloud" tri-video series. No plausible explanation for this was ever given during the show, and it seems highly questionable considering the history of this race within the context of SFB. Nonetheless, they are available to your Corp.

Andro ships are unusual to say the least. Instead of shields, they have power absorber (PA) panels, which can absorb energy and use it for their own purposes! This is reflected in STAR FLEET WARLORD as an unusually high shield factor. However, don't be fooled. These are not "shields" in the true sense, and provide no protection from certain terrains, most notably antimatter zones. If an Andromedan enters AZ terrain, regardless of its current shield status, it will be destroyed! They also suffer in heat zones-their shields drop completely and they take internal damage automatically! Power absorbers have an advantage, however. Since they aren't shields, they aren't affected by nebulae, so Andromedans don't lose their shields in that sort of terrain, making them ideal for attacking bases sunk therein.

Big Andros (cruisers and larger, as well as a couple of heavy destroyer variants) are equipped with the Displacement Device (DisDev). This allows them to teleport between starbases. You do this by moving the ship to a starbase and issuing DISP on its next turn. This takes an entire turn to perform, but there is no range restriction! Note that

you have to have a starbase at either end, so there is a limiting factor.

Displacement into a hex does not cause any terrain effects. This means you could displace an Andromedan to a starbase located in a heat zone or antimatter zone without ill effects. However, if the site is later attacked while the Andros are still there, they will be subject to the combat effects of the terrain-so don't try to defend a starbase in an antimatter zone with an Andromedan!

Big Andromedan ships can also act as motherships, carrying **satellite ships** from one location to another. A satellite ship is any Andromedan war destroyer or smaller vessel (ships of other races cannot act as satellites). The amount of satellites that any Andromedan heavy ship can carry is shown on the SFW Ship List in the "SS" column. The actual size of the satellite ship does not matter-each counts as one "space" for simplicity.

Declaring that a satellite ship is moving "inside" a mothership is accomplished by using the LINK order (see Chapter Six). When a satellite uses LINK, it cannot use any other orders on that turn. When the mothership moves, any linked satellites are moved along with it, but are not subject to any debilitating effects. (Of course, if the mothership is destroyed by the terrain, the satellites will die as well.) The speed of the satellite ships does not matter, as they will move at the same rate as the mothership-this is rather important in the case of the Andromedan "sled" ships, which can normally only move at a speed of 2!

Linking is normally used to keep satellites safe when entering dangerous terrains like variable pulsars and magnetic meteors (which the mothership can survive), when attempting to pass through weak space (if the mothership is teleported, the satellites go to the same place), or when the mothership is displacing to another starbase (the satellites will be brought along with it).

Andromedan PA panels do not block transporters like shields do, so Andros are the masters of transporter bomb tactics. For this reason, Andromedans are automatically filled with T-bombs when bought at no charge to you! These TBs will have to be replaced if lost in battle, of course.

Andros prefer a minelaying attack to enhance their T-bomb skills, but can't afford to keep still long enough to use the mine defense. Instead, they use the in & out tactic for that purpose. Rapid-fire Mizia attacks and motionless sit & spin defenses are to be avoided.

Although their shields are phenomenal, Andros are weak in combat otherwise. Their primary advantages are staying power (provided by their high shield factors) and mobility (displacement). If these interest you, consider declaring the Andromedans as one of your primary races.

Note: The Andromedans are one of the most difficult races to play in STAR FLEET WARLORD, because they are so different from other ships. Beginning players are advised to read and understand all the rules above and elsewhere (i.e., the DISP and LINK orders) before attempting to play Andromedan ships.

5.13 The Lyran Star Empire (L)

The Lyrans are a feudal society, each noble controlling a county of the Empire. Lyrans are very aggressive and their main enemies are the Hydrans and Kzintis. They have formed an alliance with the Klingons, and are allied with the Romulans as well-the three forming what was known as the Coalition.

Lyran ships use a special defensive weapon called the Expanding Sphere Generator (ESG). Because of this, most Lyran ships have higher defense factors than attack factors, and are an excellent choice for defense. ESGs are also quite useful when attacking bases, since the base cannot avoid the oncoming ESG. For this reason, any Lyran ship involved in an attack on a base will gain a 10% bonus to damage caused to the base only. In addition, when the base is knocked below 200 points of fortifications, it is considered destroyed (normally a base will survive in a damaged state). This effect occurs even if there is only one Lyran ship in the attacking fleet at the time the base is reduced below 200 fortifications.

Note: This sounds great! All you need is one Lyran ship and you can wipe out any base station you encounter, right? Wrong! No fortifications are destroyed by this ability. The ONLY effect is this: when the base goes below 200 fortifications, its status as a base is lost, meaning it can no longer be used (by the base's owner) as a base for optional item pickups, repairs, and so forth. Obviously, this means your Lyran ship has to lose the battle for this benefit to be of any value to you, so it's hardly a benefit at all.

The Lyrans were the first to develop fast patrol ships (PFs), although other races quickly followed suit around Y180. Almost all Lyran ships can carry at least two PFs, but this does not come into play until Y180 when it is possible to buy these units for the first time. Even if you have Lyrans as a primary race, you cannot buy PFs before this time, although you will have access to a number of PF tenders before that year.

With their ESGs and strong phaser arrays, Lyrans prefer overrun attacks. Defensively they like the in & out tactic. The worst tactics for Lyrans are oblique attacks and retrograde defenses.

The Lyrans are a tough race to accept as a primary at the start of the game. Without PFs, they are, in some cases, weaker than the ships of other races. But when PFs do become available, look out! The firepower of Lyran ships can double, triple, and even quadruple depending on how many PFs it can carry. Just don't forget that PFs are quite expensive (20 EPs apiece, usually). It'll be costly to fill a lot of Lyran ships!

5.14 The WYN Cluster (W)

The WYN (pronounced win) are a minor race which makes its home in a radiation zone between Klingon, Kzinti and Lyran space. Within this zone, they are almost impossible to attack, which explains their survival through the General War and beyond.

The WYN use mostly captured and purchased ships, along with converted civilian vessels (known as auxiliaries, such as the AMS) and even a few Orion designs (those which start with "O" such as the OBR and ODR). All of these ships have improved weapon and power systems compared to their original hulls, meaning you'll find their attack factors are somewhat higher than their defenses. However, their shields are nothing to write home about.

During the WYN War of Return (in which a displaced faction of Kzintis who were part of WYN society attempted to reclaim the Kzinti throne), a number of "true" warships were created. These were often referred to as the "fish ships" due to their aquatic code names like Orca, Mako and Barracuda. These ships are quite effective in combat and all have the ability to carry at least two PFs.

For reference, here is a handy guide to how to refer to the various WYN ships:

Design type	Ships of this type in SFW
Converted Kzinti, Lyran and Klingon ships	PBB, ZFF, ZDF, LDD, KE4, KG2
Auxiliaries (modified civilian hulls)	ADN, ABCS, ACVA, ABC, ASCS, AC, AMS, ACV, APFT
Converted Orion raiders	OBR, OCR, ODR, OLR
Warships ("fish ships") from the War of Return	CA, CAX, CW, CVL, NAR, PFT, DD, DDG, DDX, SC, DE, FF

Note that even though they are Orion hulls, the Orion raider conversions are still considered WYN ships for all purposes. They are not subject to the restrictions against changing to the N, Y and Z missions. Similarly, all conversions are treated as WYNs for purposes of combat tactics, radiation immunities, etc., regardless of the race the hull originally came from.

WYN ships have plenty of weapons, and therefore prefer the Mizia-type attack to take advantage of this. Defensively they like to sit & spin, as they are not terribly maneuverable anyway. Avoid knife-fighting and ballet tactics when using WYN ships.

Thanks to the zone in which they live, the WYN have been able to develop ways to avoid radiation. You'll find that their ships never suffer crew-draining effects from radiation, cold stars, and so forth, which is their main advantage within the game.

5.15 The Interstellar Concordium (I)

The Interstellar Concordium (ISC) stayed out of the General War, but watched the fighting with much disdain. To deal with these mutually antagonistic races, the ISC developed a "peace or else" policy. They sent massive peacekeeping fleets throughout the Galaxy following the General War, protecting the Neutral Zones from incursions. The plan might even have worked, had it not been for the Andromedan Invasion.

The Interstellar Concordium built their ships without the disadvantage of a war going on around them. This allowed them to use the best possible designs without shortcuts. Most of their ships are larger and more powerful than similar classes of other races. (Of course, they are also more expensive.)

Pacifists to the end, the ISC is attempting to convince the Galactic Council to convert the Greater Magellanic Cloud into a nature preserve. They have set up toll zones in the galaxy to collect "donations" for this effort. Needless to say, ISC ships are not required to pay tolls at any time.

ISC ships are designed around the echelon tactic and using it in an attack should be a priority. Because they are so efficient at using echelons, ISC ships earn a 30% combat tactic bonus when using it (compared to the 15% bonus other races have for employing the proper tactic). Defensively the ISC prefers the circle-the-wagons tactic (a modified echelon formation) out gains only the standard 15% bonus when using it. ISC ships should stay away from overrun attacks and in & out defenses, which give your opponent the opportunity to outflank the echelon.

ISC ships have no inherent disadvantages, and their fleet provides many of the better variants. Still, the ISC is tough to excel with, because they have no obvious, tangible advantage like other races do. Whereas Romulans have the cloak, Hydrans have fighters, Kzintis and Klingons heavy drones, and so on, the ISC has only the TZ immunity and the echelon bonus. Still, these are good advantages, as their ships will prove more survivable over the long term. If you're willing to pay the price, ISC ships can be well worth your time.

5.16 The Lyran Democratic Republic (D)

The Lyran Democratic Republic (LDR) was an offshoot of the Lyran Empire (a county gone independent), but was destroyed by the Andromedans. They never had very many ships, and none survived to the present day. Nonetheless, they are included in STAR FLEET WARLORD as a tri-video simulation of what might have happened had they survived.

The list of LDR ships is very small, but those which they do have are incredibly good at defense. This is because they possess both the ESG used by the Lyrans and the gatling phasers favored by Hydran ships. LDR ships also carry casual PFs in much the same way as Lyrans do.

The combination of ESGs and gatling phasers is particularly good when defending a fixed point such as a site. Any LDR ship which defends a site gains a 25% bonus to its DF (this is not the same as aegis, and the two bonuses are cumulative). Hit points are not increased. This makes the ships of the LDR the perfect choice for defending your empire.

LDR ships are similar to Lyrans for purposes of combat tactics. They favor the overrun attack as Lyrans do, but instead of in & out defenses, they prefer the counterattack provided by the overrun. Tactics to avoid are the same as for Lyrans-oblique attacks and retrograde defenses.

5.17 The Seltorian Tribunal (S)

In Y182 a group of Seltorians arrived in our galaxy in pursuit of the Tholians (who were not native to the Milky Way). After a brief attempt to eradicate the Tholians, the Seltorians were counterattacked and wiped out.

Seltorians are insect creatures which were originally employed by the Tholians as ground troops. To this end, all of their ships are designed around ground combat, much like the Gorns are. Almost all Seltorian ships possess the "T" variant letter. Most also carry commandos, making them very effective when attacking fortified positions.

Seltorian ships are also armed with web breakers (WBs), the quantity of which is shown on a column of the SFW Ship List. Web breakers were originally used to attack Tholians hiding behind webs, but have another use in damaging the shields of enemy ships. However, they cannot cause any other damage.

This effect is resolved as follows. During each round of any battle, the number of Web Breakers on your side is summed, multiplied by two, and divided by the number of ships on the other side, rounding fractions of 0.5 or more up, otherwise rounding down. This is the number of points of damage which are automatically subtracted from each enemy ship's shields! This is applied every round that the enemy forces have shields, although Andromedan ships are immune (and will not count as part of the enemy fleet).

Seltorian ships which are crippled will not be able to use their Web Breakers until repaired.

For example, let us say that a Seltorian BCH is attacking three frigates. The BCH has a Web Breaker total of 3, which multiplied by 2 is 6, and divided by the number of defenders (3) yields 2. Two points are subtracted from each of the defenders' shields before any damage is calculated on the first round of battle! This is then repeated each round as necessary. See Chapter Eight for more details on combat.

Seltorians prefer the rapid firing provided by the Mizia attack tactic, since their primary weapon (the particle cannon) can fire twice as often as any other heavy weapon in SFB. When defending, they tend to use an in & out tactic to make use of their commandos. Seltorians should avoid overruns, both when attacking and defending, as their particle cannons are not particularly powerful up close.

The Seltorians are available for general purchase. You can declare them as a primary race, and can buy them when they become available (although their first ship does not appear until Y182, meaning they will show up only late in the game or during "timeshift" variants). There is no longer a "Seltorian Tribunal" NPC race. Note that the Hive Ship is now a specialty ship!

5.18 Civilian Ships (C)

The Galactic Council produces a few ship designs, most of them civilian types such as auxiliary carriers and free traders. These ships are not very impressive in combat, but the advantage is they are always available to you. Regardless of your primary race settings, you can always buy civilian ships.

Here is a capsule description of some of the special ships provided by the Council:

Design Type	Description
Warp Gates (WG, WGO, WGB)	The basic Warp Gate and its obsolete and battle variant. Ships you buy can be delivered to Warp Gates instead of your Home Office. See Chapter Four.
Monitor (MON)	A slow defensive ship. Generic, but comes in defense mission instead of battle mission. Very useful for guarding Warp Gates.
Fleet Repair Dock (FRD)	A slow repair ship with a huge repair capacity (50). The only unit in the game capable of providing a speed refit to a ship (see Chapter Six).

Design Type	Description
Freighters	Come in small and large varieties (which end in "S" and "L" respectively, e.g., FAS or FRL). There are several good variants. The small armed freighter (FAS) is the cheapest ship in STAR FLEET WARLORD.
Auxiliaries	Freighters converted to a carrier or tender role. Begin with "A", such as ACVL or ASCS.
Q-ships	These are "fake freighters." On the owning player's ship list, they will appear as "C-SQ" and "C-LQ," but whenever an enemy sees them (in a battle report, with a Scan Fleet order, etc.), they will always be listed as "C-FAS" and "C-FAL" respectively. In addition, the Q-ships appear to have the defense factors of freighters whenever they come under attack, but once the battle begins, their true combat factors will come into play. Thus, a 12-AF POL might attack a lowly 10-DF freighter, only to find itself engaging a 20-DF Q-ship—and the battle report would still show it as a C-FAS!
Fed Express (FDX)	A speed-6 ship, but incredibly puny in combat.
Free Facilities Trader (FTF)	The game's only true facilities ship, and a specialty ship at that. You only get one per game, so make good use of it!
Priority Transport (APT)	An integration ship. Very useful if playing races that do not have integration ships available.

Other than their general availability, ships of the Galactic Council have no other specific advantages or disadvantages. There are no combat tactics which are "good" or "bad" for them.

Don't forget about civilian ships. They are not terribly bad in combat, and regardless of your primary races, you can always buy them. Just remember that the same goes for everyone else!

5.19 The Jindarian Caravans (J)

Jindarians are a very old race which operates ships carved out of asteroids (plus a few "standard" ship designs). They are powerful, but slow, and make excellent defenders or damage-absorbers, providing more HPs per EP than any other ship in the game.

Jindarian ships have the following special abilities:

Asteroid immunity: Jindarians are not affected by asteroid damage, either during movement or in battle.

Asteroid invisibility: While located in an AF terrain, Jindarian ships cannot be seen on scans of ANY type, including cloak scans. This ability is not "true" cloaking and requires no order to activate, though it will be listed as "Cloak:ON" on your Ship List. If attacked in asteroids, they receive the same combat bonus (+25%) that a cloaked Romulan ship would receive if attacked while cloaked.

Prospecting bonus: Jindarians are adept at prospecting asteroids. When a Jindarian prospects an AF hex, it returns a bonus of 33% extra ores (calculated after all other bonuses are added). A crew-5 Jindarian ship which prospects a 100-EP AF would thus receive a base 120 EPs plus a further 40 OR as a bonus. This is cumulative with crew and Prime Team benefits.

When upgraded, Jindarians gain the same benefits as Gorns and Seltorians (i.e., an improved commando capacity).

The Jindarian NPC race will move like any other NPC race, but if they pass through an AF hex, they will stop in that hex and prospect it on the following turn, removing that hex's EPs. Thus, wild sectors which contain Jindarians will not be as prospectable as other wild sectors. (Note: In SFB, Jindarians can build ships out of hollowed asteroids. Jindarians in SFW will not do this.)

You cannot normally buy Jindarian ships, which is why they have a year of availability of "N/A" in the Ship List. It may be that during the game you'll be allowed to buy some of their ships, and if this occurs, you'd be well advised to purchase some. However, you will never be able to set the Jindarian as a primary.

5.20 The Frax Experiment (X)

This is not really a "race," but a Klingon computer simulation designed for training purposes. In the tri-video show which this game represents, Frax ships were built and given computer "brains" by the Klingons, then used in live training exercises. A few of these ships escaped and made their way to the Greater Magellanic Cloud, where they set themselves to carving an empire out of the worlds they found. Unfortunately, the arrival of the Corporations put an end to this effort, and the Frax were quickly reduced to nuisance status.

You might encounter Frax ships during the game within the "wild sectors," just like some Orions and Andromedans. They operate under the Corp name **Frax Experiment (995)**. See the description of wild sector pirates later in this chapter.

Frax ships are powerful and well-balanced, and all possess heavy drones. Due to the advanced computers aboard, the initial crew levels of Frax ships bought by player-controlled Corporations will be 5 instead of the default of 3 (the ships are still manned by living beings from your Corp - the computer equipment just helps these crews perform better).

Frax love oblique battle passes when attacking due to the unusual arcs of their weapons, and when on the defense, they attempt to hold range using station Keeping. Frax tactics to avoid include complicated echelon formations and motionless sit & spin defenses.

You cannot normally buy Frax ships, which is why they have a year of availability of "N/A" in the Ship List. It may be that during the game you'll be allowed to buy some of their ships, and if this occurs, you'd be well advised to purchase some. However, you will never be able to set the Frax as a primary.

5.21 The Nasty Space Monsters (M)

Throughout the Greater Magellanic Cloud will be found "monsters" which will menace your ships and sites. These creatures are considered to be part of a Corporation called the **Nasty Space Monsters (998)**. However, this Corp does not have a Home Office, and cannot win the game. They are present only as a nuisance factor.

You'll find that you have one space monster in your home sector, and in fact, all sectors have one. Dealing with it should be one of your goals. This can be difficult since the creature will move around, but you'll soon discover how to predict its movements and intercept it. When you do, you'll receive a bounty for killing the monster, a bounty provided by the Galactic Council.

The bounty for killing a monster is based on its original combat strength-damage it has suffered does not enter into the calculation. Note also that you can only gain the bounty for killing a monster if you attacked it. If the monster attacks you and dies in the attempt, you do not score the bounty for its stupidity.

The Monsters have the ability to divide, replicate and/or reproduce later on in the game. The smaller versions are referred to as progeny. If you don't take out your monster, it will eventually split and then you'll have two of them to deal with. Note that the more powerful monsters (the ones in the wild sectors) have weaker progeny than themselves, a critical point since these powerful monsters can be extremely vicious. If a monster duplicates, the new creature will be of a smaller type than the original, if possible (see the Monster List below). Monsters must be at least age 4 to attempt to replicate (although there is only a 10% chance of their doing so) and if one does reproduce, its age is reduced to zero. This forces it to wait a little while before replicating again.

Computerized monsters (and other computerized Corporations, for that matter) will never move out of the sector they are in; to them, sector boundaries are impassable. This is fortunate, since the monsters in home sectors tend to be weak while those in wild sectors are extremely tough to defeat. You wouldn't want an Emperor Void Demon or Star Crusher invading your home sector!

It is theoretically possible that at some point during play you might wind up with a monster working for your Corporation. When this happens, the game computer will list the monster as though it were one of your ships, and will assign it an attack factor, defense factor and "shield" factor. In other words, you can consider a monster as just another type of ship. Monsters are immune to many terrains (all those which drain crew, plus dust, asteroids, meteor swarms, stasis zones, ion storms, black holes, gravity wells, white dwarfs, weak space, nebulae, and toll zones), and they usually have more staying power than other ships. Still, you cannot do any of the following to a monster: refit or upgrade it in any way, assign it any optional items, or assign a legendary officer or Prime Team to it. You can train it, however, and use it for other duties such as prospecting. Additional details on the care and feeding of space monsters will be provided when you acquire one.

Some monsters have special abilities which they will use against you during the game. Many of these are lost if they join your Corporation. The types of monsters in the game, an approximation of their basic cost, a description of each, and the special abilities they use are shown on the table which follows.

Note: Not all of these monsters appear in Star Fleet Battles, but all appeared in the tri-video show on which SFW is based.

The list of the types of monsters their abilities in in **Appendix J**.

5.22 Wild Sector Pirates

Several computerized Corporations which live and operate in the wild sectors of the galaxy have already been mentioned previously. It's now time to learn a bit more about how these function.

Within each wild sector (never in a home sector), you will find one "pirate base." This will be one of the major sites in the sector and is "home" to a band of, for lack of a better term, **wild sector pirates**. These pirates will be of one of these four Corporations: Orion Scum (997), Andromedan Invaders (996), Frax Experiment (995) or Seltorian Tribunal (994). Whichever of these owns the pirate base in a given wild sector will use that base to build ships for their Corporation (they do not use a Warp Gate for this purpose). Their ships will then move about to harass your ships, menace your sites

and generally make a nuisance of themselves.

Wild sector pirates start the game with a few ships and can build more at limited rates as the game progresses. They may not build any ship that is not yet available (e.g., the Andromedans could not buy a Dominator dreadnought until Y184). Fortunately for you, the pirates will never spend all the money they are entitled to. Ships bought by pirates do not count as purchased ships for purposes of supply and demand price increases.

It is not possible to destroy these Corporations completely, but if you take out their base in a wild sector, they will not be able to build more ships there. (They will still be able to move existing ships, though.) Killing this base will be worth a substantial stock bonus, and you'll find that it has a rather high production value as well, making it worth going after.

5.23 Non-Player Corporations

Of the 100 sectors in the galaxy, only 50 contain players to start the game. In most games, the remaining 50 will be half wild and half home sectors. The 25 home sectors which do not contain players will run by **non-player Corporations**, often abbreviated as **NPCs**.

A non-player Corp is quite weak and is only there to keep players from conquering these sectors without at least a token resistance. At the beginning of the game each NPC is assigned one primary race, which can be any of the races listed previously except Civilians and those used by the wild sector pirates. The NPC will then be given a few ships of their chosen race, along with a base station like any other Corporation. However, NPCs do not have a Warp Gate and will not buy Civilian ships.

NPCs can buy ships during the game, but this will tend to happen only rarely, and no more than one would ever be bought on the same turn. An NPC may not buy a ship that is not yet available for purchase. NPCs will never spend all the money they have available to them. Ships purchased by NPCs do not count when determining supply and demand price increases at the end of each year of the game.

If you destroy a non-player Corp, you will gain a stock bonus, and of course will have control of the valuable Home Office site that used to be their capital. NPC ships, unlike those of the wild sector pirates, stop moving once their Home Office has been captured; they will not have any chance to recapture it.

5.24 Monster and Pirate Movement and Other Actions

Monsters, pirates and NPCs move their ships using an automated, predictable system controlled by the game computer. This system will be described briefly below, but keep in mind that it is only a guideline, and don't worry if you don't comprehend it right away. Watch the movements of monsters and NPCs for a while and it will begin to make some sense.

First of all, each computer-controlled ship or monster is assigned a prevailing direction at random when the ship is initially created. The ship will normally attempt to move in that direction at its current maximum speed. However, there is only a 67% chance that a computerized ship will attempt to move in any given turn - this means that one-third of the time the ship will simply stay in place.

Monsters have a base speed of 4, except for Void Demons which move 5. All other computerized ships use the speeds shown on the SFW Ship List. After Y175, new ships (not monsters) built by NPCs or pirates will be considered automatically refitted when bought, but ships already in existence will never be refitted. (Refits add speed to a ship and are described in Chapter Six.) Note also that computerized ships can become damaged and lose speed, and make no effort to repair themselves if this happens.

There are several things that will cause a ship to change direction. One of these is nasty terrain. If the ship encounters terrain it feels is too dangerous to enter, it will turn away and not enter the hex. Ships will always turn away from neutron stars, cold stars, variable pulsars, novas, supernovas, magnetic meteors, old minefields, negative energy fields, and antimatter zones-unless, of course, they are immune to those terrains (e.g., an NPC minesweeper could enter an old minefield, and a Sun Snake could safely enter a supernova). Computer-controlled ships will avoid other terrains only if entering them will cause them to be destroyed - e.g., a crippled ship will turn away from a gravity well since entering it in that damaged state will destroy the ship.

Computerized ships also turn away from the edge of the sector. No computer-controlled ship will ever cross a sector boundary. Game balance demands this-it would not be fair for a player's home sector to be suddenly invaded from several sides by NPC ships when another player, by random chance, is left alone.

Finally, they will also turn away from large amounts of fortifications. If the ship feels it cannot win against a base it is approaching, it will turn and go elsewhere without attempting to enter the hex. This "look-ahead" ability is unique to computer-controlled ships and is a matter of game balance.

Computerized ships have no facility for looking ahead for ships, only for fortifications. If you place a fleet in their path, they will either attack it (if their AF is high enough) or "bounce" off in the course of normal movement-which, of course, will end their movement for that turn.

Computer-controlled ships will not attempt to attack a player's original Home Office, even if there are no

fortifications there. If the HO has been captured by another player, this restriction is lifted.

There is one final movement feature that makes computerized ships all the more annoying. If such a ship is passing directly adjacent to a site which does not fall under any of the headings above (i.e., not in nasty terrain or heavily fortified), it may turn to attack the site. This happens only if the ship passes right next to the site, not if the site is several hexes away. If there is a site directly in the ship's path and another to one side, the ship will always choose to continue moving straight rather than turn. If there are viable sites to either side, the ship will pick one at random.

Sometimes a computerized ship will choose to raid an adjacent site rather than turn to attack it. Space Dragons and Orion pirates are the most common users of this tactic. Computer-controlled ships will not do this if the fortifications are too strong for the raid to have any chance of success.

Computerized Corporations will occasionally fortify sites they own. Like any other Corporation, they are not allowed to fortify a site on the same turn they capture it. If a site is fortified, no more than 50 points will be added on that turn. Note that this fortification selection is totally random, and is not based on any "artificial intelligence." Thus, for example, if you use long-range drone bombardment to weaken a pirate's base, it will not make any kind of intelligent effort to refortify it.

It is possible for computerized Corps to build bases over a very long series of turns, but this is rare - and even if they do build a base, they cannot use it for ship construction. Only the original base of a wild sector pirate, or the Home Office of an NPC Corp, can be used to build ships, and no computerized Corporation uses WGs.

A final note: Some play-by-mail games use computer-controlled positions within the game as placeholders, and replace those positions with real players who want to join a game in progress. STARFLEET WARLORD does not do this. Any computerized Corporation will remain computerized from the start of the game to the finish!

Despite this, standby positions are sometimes available, but these are positions dropped by actual players who left the game for personal reasons. If you're interested in joining a game in progress, let us know! We'll see if we can find a Corporation that needs a new CEO.

Chapter Six

Ship Movement and Special Orders

6.1 Basic Movement Concepts

Each of your ships has a movement rate, or **speed**, as explained in Chapter Four. For your reference, here is a quick rundown of the standard ship speeds:

Unit	Speed	Unit	Speed
Free traders, express ships, X-frigates	6	WGs, FRDs, monitors, Andromedan sleds	2
Destroyers, frigates, police ships, X-cruisers	5	Obsolete ships and ships with drained warp	1
Cruisers of all other (non-X) varieties	4	Decoys, WGOs, and ships with crew level 0	0
Dreadnoughts and battleships	3		

It is quite possible that the speed of a starship can change during play through damage, refits and other factors. It should be noted, however that no matter what improvements are made to a ship, it can never move faster than 6.

The movement phase of a turn takes place immediately after your income is calculated. The movement phase is divided into six parts known as pulses, during which each of your ships executes one of its movements. This means (and this is quite important) that your ships will all take their first moves together, then their second, and so on. Slower ships will not be able to move at all in the last pulse(s), and this will be noted automatically on your orders sheet.

For example, if you had a Federation heavy cruiser with a speed of 4, and a Klingon F5 frigate with a speed of 5, the movement lines for these might appear as follows:

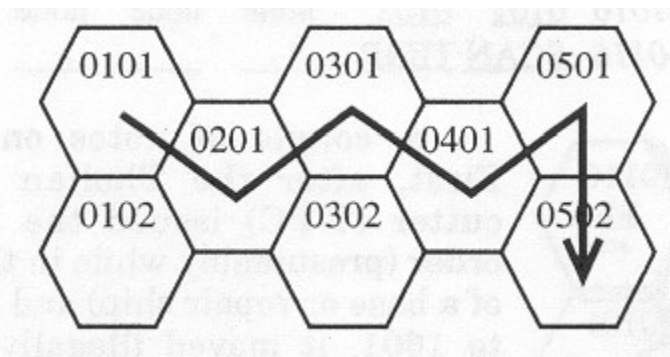
```
F-CA "Hi"    33-0810  _ _ _ _ none none
K-F5 "Lo"    34-0101  _ _ _ _ _ none
```

Since it has a speed of 4, there are four lines in which you may write moves for the F-CA. The remaining two pulses are unusable and marked with the word "none." Similarly, the K-F5 has five lines to match its speed of 5, and only one "none" marker. (Note: The hex numbers shown are the ships' current locations.)

It is possible to reverse the movement order of ships, so that slower ships make their moves during the last pulses of the turn instead of the first pulses. This is referred to as Reversed Moves. You can set Reversed Moves "on" (normally it is off) using a miscellaneous order described in Chapter Seven. If Reversed Moves is on, the "none" markers will appear to the left of the ship's movement lines instead of to the right.

As you may have guessed by now, when you want to move a ship, you will write the hex numbers it is to move through in the lines provided on your orders sheet. A ship may only enter a hex adjacent to its current location! Of course, you may chain moves, passing through several other hexes on the way to a particular destination.

For example, you might want the K-F5 in the example above to move from its current location in 0101 to 0201, 0301, 0401, 0501 and finally to 0502 as shown in the illustration to the right. To do this you would simply write those hex numbers in the five movement lines for that ship.

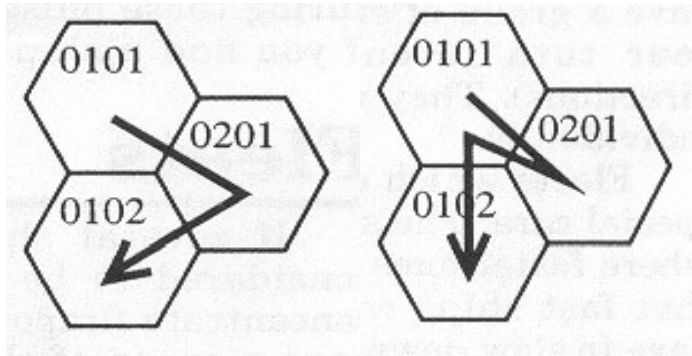


Note that there is more than one way to get to hex 0502 from 0101. The choice of routes is up to you and depends on many factors, such as the intervening terrain, the movements of your other ships, and so on.

6.2 Failed Movement

A ship moves illegally if it attempts to enter a hex not adjacent to its current location. If a ship attempts to move illegally, it will go back to its last legal position, canceling all further moves (but not special orders). This means you should take special care to make sure your ships travel in legal paths! It helps to layout the maps on a table, or post them on a bulletin board, and double-check them for legality. Movement can occasionally fail due to terrain effects (such as weak space unexpectedly transporting a ship elsewhere). This may cause later moves to be unsuccessful.

Also, ships often encounter fleets too powerful for them to risk attacking. If this occurs, the ship will retreat to its previous location and attempt its next move as plotted. (This is technically referred to as a "bounce.") Usually, this results in a failed move, but not always. For example, consider a ship in hex 0101 with a plotted move to 0201 and then to 0102, as shown in the illustration to the right. When the move is executed, however, the ship happens to "bounce" off of a large fleet in hex 0201 and is forced to retreat to 0101. It would then try to move to 0102, which just happens to be legal!



This feature allows you to plan ahead for certain contingencies, such as heavily fortified sites in your ships' paths, and write your moves appropriately.

6.3 Movement Between Sectors

As you may recall, the Greater Magellanic Cloud is made up of 100 sectors, arranged in a 10x10 array. The borders between these sectors are intangible and can be passed through with no movement penalties whatsoever. For example, a ship in hex 0101 of sector 45 could move up to 0116 of sector 44, left to 1601 of sector 35, or even up and left to 1616 of sector 34. (It helps to set your maps down on a table next to each other, or pin them on a bulletin board, to illustrate this effect. See also the example in the next section.)

When moving between sectors in this way, you do not have to write down sector numbers, just hex numbers. The computer will automatically know which sector you intend to go to. If you take a look at the way the maps are organized, you'll quickly see that there is only one possible hex you could intend to move into whenever you move across a sector border. (Besides, you'll find it hard to squeeze a sector number into the space provided for ship moves on your Orders Sheet.)

The Greater Magellanic Cloud is, for game purposes, spherical and "wraps around." That is, you can move off the top of the Cloud Map and onto the bottom or from side to side, e.g. from sector 00 to 09 or 90 (and even 99)! This means every Corporation will have potential enemies in all directions!

6.4 Sample of Movement Orders

The following is an example of how you might write orders for a trio of ships on your Orders Sheet. The illustration below shows how these ships would be moving, and also serves to demonstrate how easy it is to move across sector boundaries.

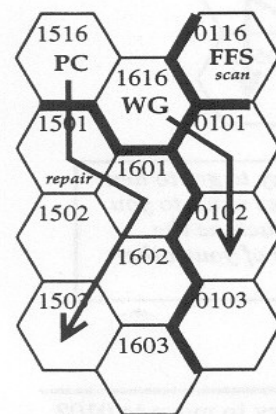
Note that the ship name, the lines, the current positions (in italics>) and the "none" markers will all be generated for you by the STAR FLEET WARLORD computer. The only thing you have to write down are the movement orders themselves.

<i>T-PC "X"</i>	34-1516	1501	REPR	1601	1503	___	none
<i>C-WG "Y"</i>	34-1616	0101	0102	none	none	none	none
<i>F-FFS "Z"</i>	35-0116	SCAN	TERR	___	___	___	none

A couple of notes on this. First, after the Tholian police cutter (T-PC) issued the REPR order (presumably while in the hex of a base or repair ship) and moved to 1601, it moved illegally. This happened because 1503 (its next plotted move) is not adjacent to the last hex it was in (1601). In this case the move to 1503 would not occur, BUT the previous movements (and the repairs) would still work perfectly well.

The Warp Gate, with its slow speed of 2, could only move twice. The other four pulses were shown with "none" markers, indicating that not only can it not move during those pulses, it can't issue any other orders either. If you had a ship with a speed of zero (perhaps after an unfortunate encounter with a cold star), it wouldn't be able to move at all, period!

Finally, the Federation scout frigate issued just a single order (with a parameter), namely SCAN TERRAIN. This is an example of a movement order which takes the entire turn to issue. There are several of these and they include the commonly used SCAN, BOMB, LINK, and PRSP. When using these orders, your ship may not make any other movement or issue any other orders during the turn.



Ships are never required to move. If you would like to leave a ship in place (e.g. to guard a site), simply leave that movement line blank. For example, the T. PC above did not use its last pulse of movement, and remained idle at that time. (Note that the player did not have to write the word "none" there, he merely left the slot blank.)

6.5 Fleets

If several ships make the same moves, they are considered to be a fleet. Fleets are the ideal way to concentrate firepower in any given hex. Simply arrange to have a group of ships enter the hex on the same pulse of your turn (even if they are coming from different directions). They will then attack together, as a fleet, not individually.

Fleets which contain ships of different speeds require special care. The slower ships will have a "none" in a pulse where faster ones have a space for movement. This means that fast ships will pull away from slower ones, or will have to slow down to stay together.

At the start of the game you should avoid using fleets, as your ships are better used in individual roles (capturing uncontrolled sites, exploring, prospecting, scanning, and so forth). However, as time passes you will find yourself building larger and larger fleets to counter those of your enemies. Do not fall into the trap, however, of putting all or most of your ships in a single hex. Yes, this is a powerful arrangement, but you are putting all your eggs in one basket, as it were. You sacrifice your flexibility and ability to project force when you do this, and those are two of the keys to victory in STAR FLEET WARLORD.

6.6 Combat

Combat occurs when one or more of your ships encounters enemy ships or fortifications in its path. The fleet commander makes a quick decision to either attack or retreat based on what he or she sees of the opposing forces.

If your fleet retreats, it goes back to its previous location and executes its next plotted move, if it can.

If your fleet attacks, the battle begins and continues until the forces of one side or the other are destroyed.

In either case, you will receive a report on the result of the battle, although your staff will spare you the gory details.

Full details on the combat procedure, including a detailed example, are provided in Chapter Eight.

6.7 Special Ship Movement Orders

In addition to hexes of movement, ships can also issue special movement orders during a turn. In the example of movement on the previous page, the Federation scout frigate issued a SCAN TERR ship order. A ship order will always be written in one or more of the lines normally used for movement (costing your ship a move), and some ship orders require all of a ship's moves for the turn!

Most special orders affect only the ship issuing the order, although there are exceptions to this. Some orders also require special circumstances (e.g., your ship might need to be in the same hex as a base), so be sure you are aware of these restrictions. The order descriptions which follow explain all of these things in greater detail.

Remember that all orders in this section are issued by ships, not as miscellaneous orders! Do not attempt to write them in the area of your orders sheet reserved for "extra orders," which are described in Chapter Seven.

Scan a Sector SCAN

Example: SCAN SHIPS

Time required: One full turn

This order takes an ENTIRE TURN and can ONLY be issued by a scout (or ship with scout abilities)! The scout uses its sensor equipment to gather data on the entire sector in which it **currently** resides. Scouts cannot gather information on any sector except the one they are in at the time the order is issued.

The SCAN order should be followed by one of the following three parameters:

TERRAIN: This causes the scout to list out the terrain in every hex of the sector. You'll also receive a computer-generated map of the sector so scanned. No other information about the hexes in the sector will be given (value, owner, fortifications, etc.)-you will have to find these things out by other means. In addition to this, the scout "listens in" on communications in an attempt to figure out which Corporation has its Home Office there (if any). If this is a Corp's home sector, and they have not been wiped out yet, you'll be told which Corp this is and its player's name and address.

SHIPS: The scout reports on the hexes in which it can detect enemy ships (i.e. those not owned by your Corp). If the scout ship's crew level is high enough (5 or more), it can also tell you a precise count of ships in the hexes it scans, and if the ship is of crew level 9, it will report the *owners* of those ships! Cloaked ships are never shown by SCAN SHIPS-use SCAN CLOAK (below). Bases are not considered "ships" for scanning purposes; the SCAN order will not detect them.

CLOAK: The scout reports on the presence of cloaked ships in the sector. A scout cannot use this order unless it is of at least crew level 5. At crew 5 or 6, it reports only whether or not cloaked ships are present. At level 7 or 8 it will tell a total count (but not locations) of cloaked ships.

Only at level 9 can the exact hexes of cloaked ships be seen-and even then, the quantity and owner of these ships will not be detected.

If you do not specify TERRAIN, SHIPS or CLOAK when you issue the SCAN order, the TERRAIN parameter will be assumed. Note that heavy scouts gain a ship scan when they make a terrain scan, so you do not have to write both

TERRAIN and SHIPS in this case, just write TERRAIN and both scans will be provided automatically.

If a scout is cloaked when it issues a SCAN order, it will become uncloaked (unless it is within cloak cloud terrain). Since the SCAN order takes the entire turn to issue, you will not have an opportunity to cloak the ship again until your next turn.

Scans cannot be performed by crippled ships, ships with a crew level below 2, or by any unit located within an ion storm, nebula, negative energy field, neutron star, star cluster, nova, or supernova.

Bases you own will make a ship scan automatically every turn. This is done automatically by any base you create. Bases smaller than Starbase level cannot scan out of the scan-blocking terrains listed in the previous paragraph. If you have several bases in a given sector, only the best one will make a scan in any given turn (other scans would be redundant). Bases are built using the Fortify Site (FS) order, described in the next chapter.

*Hint: Heavy scouts (ships listed with a variant code of "Z") will automatically perform a ship **and** terrain scan when they issue the SCAN TERRAIN order! However, they are quite expensive and (being cruisers) are slower than smaller scouts. Deciding whether to buy light or heavy scouts is a key issue at the start of the game. (Heavy scouts are more survivable, but you can get two small scouts for one heavy scout.) Note that a Legendary Science Officer assigned to a scout will make it a heavy scout.*

Repair Damage REPR

Example: 0115 0114 REPR 0113

Time required: One pulse of movement

This order is used by a damaged ship (not a repair ship) to request repairs. Ships can become damaged by enemy ships, terrain, or a combination of both. Repairs to ships require a fee, paid in Ores resources, to accomplish, as explained below.

There are four levels of damage a ship may have: light (L), medium (M), heavy (H), and crippled (C). Each level costs 10% of the ship's original (base) EP cost in Ores to In addition, a flat fee of 10 additional OR is required to repair each point of speed the ship has lost. As an example, if a Klingon C7 (base EP cost 180 and normally speed 4) has been crippled and had its warp drained to speed 1, it would cost 40% of 180, or 72, ores to fix the damage and another 30 ores to bring the speed back to 4 - a whopping cost of 102 ores! Obviously, if your Corporation is short in OR resources, a repair bill of this size will be hard to handle.

If you do not have enough ores to completely repair a ship when the REPR order is issued, no repairs will be accomplished and no ores will be expended.

When a ship takes time to be repaired, any lost crew below the default level of 3 will be replaced automatically. This is done for free. Ships with no damage other than crew loss will be charged the token minimum fee of 1 point of OR for this service.

The REPR order will automatically restore the ship's shields to full levels at no cost. Again, if that is the only damage the ship has at the moment, you will be charged the minimum fee of 1 OR.

Hint: Shields are restored for free at the start of your turn. A reason to pay for this repair is after a battle when you expect to get counter-attacked before you next turn or if your fleet will be fighting more than one battle on your move.

In order to be repaired, a ship must be at a base or repair ship and use the REPR order, which takes only one movement pulse. The Ores cost is charged immediately and deducted from your treasury. If a repair ship is used, that ship must not move during the pulse the repairs take place. In addition, repair ships can only repair a certain number of vessels (based on their repair capacity, as shown in the Ship List) before they must return to a base to collect more spare parts. Replacing spare parts takes place automatically at any base (or repair planetoid, or molten ores hex) and costs nothing-except travel time, of course.

Fix Damage FIX

Example: 1615 1616 1601 FIX 1602

Time required: One pulse of movement

This order can be issued by a repair ship to conduct repairs on any ships (including itself) in its hex. It is under some limitations to prevent abuse, however, as you will shortly see. FIX is used only by a repair ship, never by the ship which needs repairs. Make sure you understand this difference between REPR and FIX!

FIX is primarily used to repair damage to a ship which cannot move, such as a C-WGO. However, it can be used to repair damage done to any kind of ship, not just immobile ones. **FIX repairs only battle damage and speed loss, not crew levels or shields.** If you want to repair crew or shields, use REPR or (in the case of shields) just wait until your next turn when all shields are restored to full levels automatically.

FIX can only be used by an actual repair ship, not a Legendary Engineer. If the ship does not have repair points available, it cannot use this order. If an Engineer is present on the ship, however, it will restore each repair point as it is expended, which is perhaps the only reason you would ever assign a Legendary Engineer to a repair ship.

Prospect PRSP

Example: PRSP

Time required: One full turn

The ship issuing this order will spend its **entire turn** scavenging the hex it is in for hidden economic points. Usually these take the form of minerals, lost colonies, and so forth (the exact kind isn't important). EPs you locate in a given turn will be available immediately, even on the turn they are discovered!

Usually you will be able to issue this order on a given hex only once, after which that hex will return nothing. If another player prospects the hex before you do, it will be empty when you get there! There are some exceptions to this. White holes and unsurveyed moons build up prospecting value every turn (see Chapter Two), and old minefields can be prospected for T-bombs as often as you like-but only to refill the ship to full TB levels.

Some kinds of ships are better than others for prospecting purposes. Survey ships and notification ships, as well as ships with Prime Teams, gain a 25% bonus to prospecting due to their surveying abilities. Also, every crew level above the default of 3 adds a 10% bonus, and levels below 3 add a similar penalty. Try to use these ships for prospecting when you can!

Klingon penal ships may not prospect. Any other ship type may do so, however (including Warp Gates).

Prospectable terrain usually contains some sort of physical substance (dust, rocks, gas, etc.) that can be collected and sold for economic points. Asteroids, dust clouds/storms, nebulas, gas pockets, meteor swarms, wandering planetoids, negative energy fields, white holes, variable pulsars, and anything with moons are all good places to try prospecting. Check the tables in Chapter Three for an idea of each terrain type's prospectability.

Change Missions MSNx

Example: 1008 MSNV 1009 1010 1011

Time required: One pulse of movement

This is how a modular ship, tug, or Orion Pirate changes between missions. Remember, each such ship has a **current mission** which tells you what kind of abilities it has at the moment. Most generic ships are purchased with Battle mission as the default (exception: monitors begin in Defense mission).

To change missions, issue the MSN order followed immediately by the variant letter, e.g., MSNP or MSNR (do not write the letter "x"). Missions are discussed in Chapter Four and a complete list can be found in Appendix H. .

Ships may only use this order at a base or while in the same hex as an integration ship (exception: generic ships with Prime Teams may change their own mission at will). If an integration ship is used for a mission change, the integration ship cannot move during the pulse the MSNx order is issued.

Train Crew TRNG

Example: 1314 1315 1316 TRNG 1301

Time required: One pulse of movement

This order allows you to increase the level of your ship's crew by one point. TRNG takes only one pulse of movement and must be performed at a base, or while in the same hex as an integration ship (I-variant). Klingon penal ships may not use this order.

TRNG costs an amount of People resources based on the size (that is, the original cost) of the ship and its current crew level. The cost to increase from 3 to 4 is 15% of the ship's base cost, from 4 to 5 is 30%, and from 5 to 6 is 45% (if not enough PE are available, nothing will happen and no resources will be spent). TRNG cannot be used to increase a crew above a level of 6-only experience can do that! (Exception: A Prime Team allows a ship to train as high as crew level 7. The cost would be 60% of the ship's EP cost. However, since Prime Teams also reduce the cost of training in half, this would actually be only 30%.).

Since the REPR order restores a crew to level 3, there is no point in training a ship if its crew is below that level. Use REPR instead, or you will be charged the same fee as you would for going from level 3 to 4.

If a ship's crew drops for some reason (say, from 5 to 1 due to a cold star), use a hospital ship to CURE it rather than pay for re-training. CURE will bring a ship back to its previous maximum and costs nothing! See the description of that order later in this chapter for more information.

Survey a Site SRVY

Example: 1410 SRVY 1510 1610 1611

Time required: One pulse of movement

This order can only be used by survey ships (Y-variants), including notification ships (N-variants) and ships with Prime Teams. The order only works while in the same hex as a site. The survey ship simply "activates" the moons of the site so that they will produce 1 EP each per turn thereafter. If the site is later taken over by another Corp, this production is lost and the site must be surveyed again. More information on the effects of surveying is provided in Chapter Two.

If the hex has any prospectable value, the SRVY order will also tell you what you could expect to get if you prospected there. (This works whether there are moons present or not, and can even be used if no site is present.) The amount listed is the base value before adding in any crew or survey bonuses. If the prospecting value is zero, you'll see no message at all!

Crippled ships and ships with crews below 2 cannot use this order.

Assay a Site

ASSAY

Example: 1410 ASSAY 1510 1610 1611

Time required: One pulse of movement

This order is used to check the prospecting value of a hex without activating its moons.. Like the SRVY order above, it can only be used by survey ships and cannot be used by crippled or crew-1 ships.

The only reason you would want to do this is if you wanted the moons to continue building up prospecting value over time, a feature which stops when the moons are activated. This is largely a matter of personal taste and sometimes depends on the situation. For example, if you think you might lose a particular site a few turns down the road, you would want to survey it so it will not build up prospecting value your enemy might later be able to collect.

Long-Range Drone Bombardment

BOMB

Example: BOMB 1402

Time required: One full turn

This order is used by drone-armed ships to fire heavy drones at sites elsewhere in the sector. BOMB takes the **entire turn** and must be followed by a hex number to attack. The hex must be in the same sector as the ship issuing the order, and must contain a site - BOMB attacks only fortifications, not ships!

When BOMB is used, all drones on the ship are fired at the site in question. Only a percentage of the drones you launch will actually hit, and each one which hits will do 1 point of damage directly to the fortifications. The exact percentage which will hit depends on many factors, as shown on the chart below:

Factor	Adjustment
Range less than 5 hexes	+5% per hex
Range greater than 5 hexes	-5% per hex
Crew level 2	-10%
Each crew level above 3	10%
Kzinti ship	10%
L variant ship or ship in "L" mission	10%
Legendary Weapons Officer	25%
Target site has a Battle Station	-10%
Target site has a Starbase	-20%
Target site has a Warbase	-30%
Target site has a Megabase	-50%
Each fighter on target site	-1%
Each PF on target site	-2%
Target has Legendary Weapons Officer	-10%
Target has Legendary Marine Major	-10%
Target site is in NE terrain	-50%
Target site is in CC or GP terrain	10%
Random factor	±10%

Note that no matter how many bonuses are accumulated, it is not possible to have more than 100% of your drones hit! You *can*, however, have *none* of your drones hit if enough penalties apply.

The damage a drone strike causes is resolved directly against the site's fortifications and cannot be prevented by any number of defending ships (the drone swarm appears far too quickly to be intercepted). Terrain in the launching ship's hex, or between that hex and the target, does not affect this order, although terrain in the target hex does (see above). You cannot bombard a site in a negative energy field or antimatter zone, and any attempt to do so will be canceled automatically before you waste drones.

Each ship makes a bombardment attack separately from any other ships issuing BOMB on the same turn. However, bombardment takes place *before* any combat on the first pulse, so sending a fleet in as a follow-up strike can be an effective tactic.

If a drone bombardment attack destroys all the fortifications and does at least 50 points of damage beyond the last fortification point, the site will be devastated! See Chapter Two for the effect of devastation on a site's income production. If multiple ships bombard the same hex, they can work together to cause the devastation effect even if none of them are capable of doing it on their own. For example, if three ships each do 20 damage to an unfortified site, the third ship will achieve the level needed to devastate it.

Any ship with drones can use BOMB, not just L- variants or Kzintis, although they're much better and gain an appropriate (and cumulative) range bonus as shown on the above chart.

Crippled ships and ships with crews below 2 cannot use this order.

Raid a Site **RADx**

Example: 1612 RAD4 RAD1 0112 0212

Time required: One pulse of movement

This order takes the form RADx, where "x" is replaced with a direction number (see **3.2 Directional Numbers**). In the example shown above, the ship moves to 1612 and then issues RAD4, which attempts to raid the hex directly below 1612, or 1613.

When a ship uses this order, it attempts to raid an **adjacent** site. (You cannot raid a site in the same hex as your ship.) This hex can be across a sector boundary! The raider doesn't move, but essentially darts in, steals what it can, and jumps back out. (Terrain effects are ignored - don't ask why, just enjoy it.) If successful, you will receive the income from that site on your next turn, and the site's owner will get nothing! For more information on this effect, see "Raiding Income" in Chapter Two.

Ships attempt raids alone, no matter how many try raiding the same site on the same pulse (if several do, each makes a separate attempt). The chance of success is calculated by determining the total attack factor of the ship (commandos count double, Orions or Space Dragons add 25% to their base AF, and penal ships add 50%). Terrain in either the current or target hex does not count, but an unpredictable random factor of $\pm 25\%$ will be applied to the ship's AF total. If the resulting amount exceeds the total defense factor of the fortifications (not ships) present at the target site, the raid succeeds. A crippled ship, a ship with a crew less than 2, or a ship of speed 3 or less will always fail.

A cloaked ship will become uncloaked after raiding, unless it is in cloak cloud terrain. However, it could issue the CLOAK order again later in the same turn.

Sweep a Minefield **SWPx**

Example: 1311 1310 SWP5 1309

Time required: One pulse of movement

This order allows a minesweeper to temporarily clear a path through an Old Minefield hex.

To do this, the minesweeper should move adjacent to (or into) the old minefield hex to be swept. It then issues the SWP order followed immediately by the direction of the minefield hex. Use the same directions and format as the RADx order. Unlike RADx, you can also use a zero (0), which indicates the hex the ship is currently in.

When this order is used successfully, other (non-minesweeper) ships can pass through the old minefield safely. Up to three ships can enter the hex (and only that hex) if the sweeper is of the war destroyer class or smaller; or five if the minesweeper is a cruiser or larger ship. Crew level 6 on the minesweeper increases these amounts by 1, and crew level 9 adds 2 more.

To give the sweeper time to set up a safe path, the ships must wait until the next pulse of the turn to enter the hex.

A single minesweeper can issue the SWPx order on the same hex several times during the same turn, and thus could theoretically clear the way for a very large fleet. Careful movement timing is obviously required. If several ships enter a swept hex on the same pulse and not all of them can safely pass through, the oldest ones will move safely first, followed by the newest (which will then suffer the minefield effects).

Ships immune to minefields, such as minesweepers and ships with a crew of 7 or more, do not count against the limit of ships which can safely pass through a swept hex. For example, if a destroyer minesweeper clears room' for three ships and then all four ships enter the hex, the minesweeper is not counted as "passing through" the path and all four would enter safely.

Swept paths last only until the end of the turn, regardless of which pulse you issued the SWPx order on. To pass safely through the minefield again, you must sweep the hex again on your next turn.

Crippled ships and ships with a crew level below 2 cannot use this order. These ships could follow a minesweeper through a swept path, but could not sweep one themselves. Crippled or crew-1 minesweepers do not lose their immunity to old minefields.

Note: Take care when sweeping minefields. If your sweeper fails to show up for some reason (e.g., it was destroyed between turns, or you wrote its move orders incorrectly), your ships will follow orders and blunder into the minefield anyway, with potentially disastrous results!

Get a Legendary

Officer or Prime Team **GLOx/FLOx**

Examples: 1412 GLOC FLOM 1612 0112

Time required: One pulse of movement

Legendary officers and Prime Teams were introduced in Chapter Four. As mentioned in that chapter, you will gain one or more legendary officers each turn (and Prime Teams on specific turns). These can then be assigned to ships, providing special enhancements and abilities to the ship they are on. Note that since officers arrive during the Post-Turn Status Phase (after Movement Phase), you cannot use them on the turn they appear.

To pick up an officer, simply move your ship to the same hex as a base or integration ship and issue either the GLOx or FLOx order. The "x" should be replaced with the letter of the officer you want (you must have one of that type available); for example, the "M" in FLOM indicates a Marine Major. Use the letter "P" to pick up a Prime Team.

This order will cost an amount of resources depending on the ship's value and the officer's abilities. The only

difference between GLOx and FLOx is that the former order spends People to transfer the officer to your ship, while the latter uses Food. The cost is dependent on the original (base) EP cost of the ship multiplied by the percentage on the following chart:

Legendary Captain	75%
Prime Team	100%
All other officers	20%

You cannot assign more than one of the same type of officer to a given ship. You can assign other officers in addition to the Captain, but with the exception of the Doctor, this will basically be a waste of resources.

Klingon penal ships may not request legendary officers or Prime Teams.

You will probably not be able to use every officer you earn as the game goes on. Don't be too concerned about this. You should use your officers where they are best for you, even if that is "in reserve."

Cloak Out CLOAK

Example: 1602 1603 0103 CLOAK

Time required: One pulse of movement

Romulan ships and some Orions have access to this order. To use the cloak, a ship should write CLOAK instead of moving in its **last** pulse of the turn, as shown in the above example. The ship will then fade out and cannot be detected by enemy ship scans (other ships in the same hex will be visible, however).

While cloaked, a ship gains a defensive bonus if it comes under attack. In the first round of any battle, the damage it takes is reduced by 25%. Ships in cloak clouds also benefit from this (if they are defending).

Once cloaked, a ship remains cloaked until it does something to change this state. Any movement, scans or raiding by that ship (in the same or subsequent turns) will automatically cause it to uncloak. Ships may prospect, make repairs, defend themselves against an attack, or otherwise act normally while cloaked.

Many kinds of terrain disrupt the effect of a cloaking device. Your ship will not be able to cloak in any of these terrains unless it has crew 7 or higher: Dust clouds, dust storms, meteor swarms, nebulae, ion storms, neutron stars, and negative energy fields.

Buy a Cloak GETC

Example: 1615 1515 GETC 1415

Time required: One pulse of movement

This order allows an Orion ship to purchase an optional cloaking device. This order can only be used by Orion ships, not by any other race.

GETC costs a surcharge of 15% of that ship's base economic cost, paid in EPs, and can only be done at a base. Special variants like integration ships and repair ships cannot be used for this purpose.

GETC takes only one pulse of movement to perform. Any Orion ship, including crippled ships and those with crew below 2, can use this order.

Upgrade Ship UPGR

Example: UPGR 0213 0212 0112

Time required: One pulse of movement

An **upgrade** is a general improvement to a ship's capabilities. Many ships in Star Fleet Battles have specific upgrades such as added phasers, improved drone racks, and so on. STAR FLEET WARLORD simplifies this system by providing a generic upgrade feature that all ships can benefit from more or less equally.

A ship must have been in play for at least 5 turns in order to be upgraded (see the description of ship aging in Chapter Four), but there are no other restrictions. You may upgrade the ships of any race except Monsters.

To upgrade a ship, move it to a hex containing a base or repair ship (repair planetoids cannot be used for this purpose) and have the ship issue the UPGR order. This costs 25% of the ship's base EP value and is paid in Ores resources. If you are using a repair ship to do this, it will require one of that ship's repair points (of course, this will not matter if a Legendary Engineer is used for the upgrade). The repair ship may not move on the pulse the upgrade is performed. If you do not have enough ores to perform the upgrade, the order will be canceled and no OR resources will be spent.

When a ship is upgraded, its base combat factors are increased by 10% (round fractions of 0.5 or more up, others down). This applies to AF, DF and SF only. In addition, depending on the ship's race, one additional feature will be improved depending on the ship's race and size, as shown on the chart which follows.

Race	Class	Additional Upgrade Improvement
F	Any	+1 to crew level (max 9)
K, Z, W, O, X	BB, DN	+16 heavy drones
	FF, PC	+4 heavy drones
	All others	+8 heavy drones
G, S	BB, DN	+4 commandos
	FF, PC	+1 commandos
	All others	+2 commandos
H	BB, DN	+4 fighters
	FF, PC	+1 fighters
	All others	+2 fighters
L, D	BB, DN	+2 PFs
	FF, PC	No benefit
	All others	+1 PFs
T, R, I, A	BB, DN	+4 T-bombs
	FF, PC	+1 T-bomb
	All others	+2 T-bombs
C	All	No benefit
M	N/A	Cannot be upgraded

Except for the Federation's crew increase, the above improvements add to the optional item capacity of the ship being upgraded. Upgrades do not provide the actual item(s), only the capability of carrying them.

A given ship may receive only one upgrade during the course of the game. The upgrade does not have to be given on the ship's 5th year in play - that turn or any turn which follows will suffice.

Refit Ship **REFIT**

Example: 0308 0208 0108 REFT 1608

Time required: One pulse of movement

This order improves the maximum speed of a ship permanently! However, **it cannot be used until Y175**. Keep this in mind! It is listed here only for reference and to let you know it will be available then (so you can plan ahead to make use of it).

This "speed refit" can be performed by flying your ship to a hex containing a base or FRD (no other ship type may be used) and issuing the REFIT order. If an FRD (fleet repair dock) is used, the FRD may not move on the pulse the refit takes place.

Refitting a ship will cost your Corporation an amount of Dilithium equal to 20% of the ship's base EP cost. If not enough DC resources are available, the refit will be canceled and no resources will be spent.

Ships may only receive the speed refit once during their lifetime. They do not have to be any particular age to receive it (as with the UPGR order), but remember that REFIT cannot be used before Y175. Any ship capable of movement may be refitted, with the exception of Monsters and any ship with a speed of 6 already (the maximum possible speed in the game).

When a refit is performed, the ship gains the point of speed immediately, but you may not use it until your next turn. In other words, when you refit a ship, do not attempt to write an extra move for it over one of the "none" markers on your Orders Sheet. Any such orders will not be processed.

If you refit a ship which has lost speed due to damage or terrain effects, the refit will still increase the ship's maximum speed (you will still have to use the standard repair procedure to fix the damage, of course). Thus, you do not have to worry about losing your one-and-only refit if your ship happens to get damaged unexpectedly.

Devastate a Site **NUKE**

Example: 1516 NUKE 1616

Time required: One pulse of movement

This order devastates the site in your ship's hex. Any ship may do this-it simply fires its weapons for several hours until all production facilities are destroyed. The site can still be controlled and fortified, and still counts towards the game's victory conditions, but no longer produces EPs until restored (by the RESTore order, below). Sites can also become devastated from long-range bombardment. See Chapter Two for additional information on devastated sites.

This order cannot be used by a crippled ship or one with a crew below 2. (The crew is so bad, it can't hit the broad side of a planet!)

Restore a Site REST

Example: 0101 1616 REST 1615 1614

Time required: One pulse of movement

Use this order to restore a devastated site to normal production levels. It costs an amount of resources equal to what the site usually generates as income - e.g., if your devastated site normally produces 35 food and 70 people, it costs 35 PE and 70 FP to restore it, not 105 EPs.

Any ship can issue this order, but must be in the hex of the site being restored. This order cannot be used by a crippled ship or one with a crew below 2.

Thanks to their extensive, built-in laboratory facilities, survey and notification ships can restore devastated sites at half the normal cost.

Heal Weak Crews CURE

Example: 0110 CURE 0111

Time required: One pulse of movement

This is used by a hospital ship (only) to restore crews to their previously achieved levels. For example, if a ship of level 7 loses crew to a radiation zone, it can be restored to 7 with a CURE order. Normal repairs will not do this; it is the hospital ship's main advantage within the game. Crippled ships cannot use this order.

The hospital ship can cure any number of ships in its hex at once. These need do nothing special, but must remain still during the pulse they are healed. There is no fee for using the CURE order.

Note: Take note of the fact that it is the hospital ship, NOT the afflicted ship, which issues this order! It works this way because ships with crew-0 have no order spaces in which to write such an order.

Drop a Decoy DECY or DECC

Example: 0309 0409 DECY 0509 DECC 0609

Time required: One pulse of movement

This ship order allows you to drop a decoy in a hex. Any ship may "drop" one by issuing this order, assuming you have one in stock at the time. (You can purchase decoys with the BY miscellaneous order.)

The DECY order takes one pulse of movement to issue. **Decoys cannot be dropped in the same hex as a site.** A crippled ship, or a ship with a crew of 2 or less, cannot issue this order.

If you want the decoy to be cloaked when dropped, issue DECC instead of DECY. This will confuse your opponent's scans for cloaked ships. There is no additional cost to use DECC instead of DECY, and you do not have to be playing Romulans to use it.

Collect Decoys COLL

Example: 0201 0216 COLL 0201

Time required: One pulse of movement

When you feel a decoy has outlived its usefulness, you can pick it up with this order. Simply move any ship into the decoy's hex and use COLL. The decoy will be returned to your stockpile for later re-use, at no penalty to you.

Any number of decoys can be collected at the same time using this order. Crippled ships and ships with a crew level below 2 cannot use COLL.

An interesting tactic some players use when crossing sector boundaries for the first time is to drop as many decoys as possible in your scout's hex. Any free movement pulses the ship has available should be used for this purpose, once the border has been crossed. These decoys will then help defend the ship if it is attacked before or after it makes its scan. The scout then collects the decoys and proceeds onward.

Give Away Optional Items GIVE

Example: 1212 1211 GIVE 1210

Time required: One pulse of movement

This order can be used by any ship, regardless of its damage status or crew level. When GIVE is issued, the ship sends all fighters, PFs, drones and T-bombs it is carrying (and its MRS, if it has one) to any other ship in the same hex. Each ship in the hex will take what it can carry, starting with the oldest ship first and proceeding onward. For this order to work properly, the ships receiving items should not move on the pulse this order is issued. The ship which issues GIVE will keep any items which are left over (they are not lost).

GIVE has a very powerful application when used by a facilities ship. Facilities ships make not only the items they are carrying available, but ALL items in your Home Office's stockpiles! Remember, the oldest ships in the hex with your facilities ship will take first pick of any optional items that are made available in this way. After using GIVE, a facilities ship will automatically refill its own personal store of optional items if there are any left over.

The facilities ship's version of the GIVE order is quite powerful, as it allows you to keep a fleet supplied with optional items even though no base is present. However, facilities ships are rather hard to come by. There is a civilian specialty ship (the FTF), but you can only buy one per game. The only other known way to get one is to get a generic ship to crew level 9 and change to the "F" mission.

Andromedan Displacement **DISP**

Example: DISP 29 0214

Time required: One full turn

This ship order activates the Andromedan displacement device (DisDev), which is found only on that race's larger ships. The presence of the device is indicated with the "J" variant letter.

The DISP order takes the **entire turn** and must be followed with a sector and hex to transport to, as shown in the preceding example. **Both the current AND destination hex must contain starbases.** You must own both of these bases!

When your Andro displaces, any ships linked to it will be moved along with it. Terrain in the hex you are displaced into or from does not affect the displacing ship or any satellites carried by it.

Displacement cannot be used by ships with a crew less than 2 or by a crippled Andromedan.

Andromedan Satellite Link **LINK**

Example: LINK A INT 1

Time required: One full turn

This order allows a small Andromedan vessel (known as a **satellite ship**) to link up with one of their larger ships. When the mothership moves, the satellites will then move with it (they do not issue the mother ship's special orders, however).

This is resolved as follows. During any movement pulse, the mothership moves first. After the effects of terrain have been resolved (causing whatever damage, crew loss, teleportation effects or whatever), the computer updates the positions of all linked satellites so that they match the mothership's location. The computer then resolves any combat which might occur.

When issuing the LINK order, state the race, class and number of the ship to link to. LINK takes the **entire turn** (no other orders can be issued). Both ships must begin the turn in the same hex.

The amount of satellite ships that any given Andromedan ship can carry will be shown on your Orders Sheet as "SS#" where the # indicates the number of satellite ships carryable. All Andromedans smaller than cruisers are considered satellite ships; no other ships can be carried in this way.

Note: Even though only Andromedans can use this order, and can normally only link to Andros, you must still specify the race in the LINK order. This is because it's theoretically possible for the mothership to not be Andromedan, although this could only happen due to a random event.

The LINK order must be issued each turn; it is not a permanent setting. It has no effect on combat. Note that since the order takes the entire turn, the ship which LINKs cannot do anything else during its turn, such as train or pick up officers. It is limited solely to following its mothership.

At the end of the turn, a ship's linked status is cleared, so if the mothership and satellites are scanned by another player before your next turn is run, all of them will appear as separate blips on their scans.

The primary advantage of this order is that the satellites take no damage when the carrier enters hostile terrain (unless it is destroyed, in which case all satellite ships die as well). For example, a mothership such as the Dominator (A-DOM) could easily survive a variable pulsar because of its huge shield factor, but the satellites would die if unprotected. If linked to the DOM, however, they will not be affected by the pulsar (although the Dominator would be, of course). As another example, if a mothership with linked satellites passes through a swept minefield (see the SWPx order earlier in this chapter), only the mothership counts against the limit of ships that can pass safely through the hex!

Linked satellites move at the speed of the mothership, even if they have been damaged or have a slower speed for other reasons. In addition, if the mothership issues the DISP order, any linked satellites move along with it! This gives Andromedans the greatest movement flexibility in STAR FLEET WARLORD.

Garrison Fighters/PFs at a Site **GARR**

Example: 1312 1311 GARR 1310

Time required: One pulse of movement

This is a utility order which allows a carrier or tender to directly transfer fighters or PFs it is carrying into a site's garrison. These items can be allocated to site defense using miscellaneous orders (see Chapter Seven), but this method is often used when there is a shortage of orders or when your ships no longer need to be carrying those items.

Using the GARR order is simple: the ship simply flies into the desired hex and issues the order. There is no need to specify a quantity of items to be sent to the garrison; the ship makes all of them available and the site will accept what it can (extras will be left on the ship). Sites can hold a number of fighters equal to 1/20th their fortifications and an amount of PFs equal to 1/50th their fortification level. Thus, a 600-point Starbase could hold 30 fighters and 12 PFs.

You may not garrison fighters or PFs at any site located in terrain which these items will not operate in. This means you cannot assign fighters to NE, IS, AZ or NF, and you cannot assign PFs to NF terrain. Any attempt to do so will be automatically canceled by the ship's captain.

Extract Fighters/PFs from Garrison GARR

Example: 1312 1311 GARR 1310

Time required: One pulse of movement

This is the complement of the GARR order (above). Using this order, a ship takes fighters or PFs directly from a site's garrison. Needless to say, a ship cannot pick up these items if it is incapable of carrying them. Thus, ships with no fighter capacity cannot pick up fighters, for example. Note that this also applies to crippled ships, which are not allowed to use optional items of any kind until repaired.

When GARR is issued, the ship will take as many fighters and/or PFs as it can hold. The remainder, if any, will be left in the garrison (perhaps for another ship to extract later).

A generic ship in carrier (V) or PF (P) mission could use GARR to remove items from the garrison. Switching to another mission would return the items to your Corp's stockpile. These items can be removed from site defense using miscellaneous orders (see Chapter Seven), but this method can be used when there is a shortage of orders or when your site no longer needs to have those items garrisoned.

Scrap Ship SCRAP

Example: SCRAP

Time required: One pulse of movement

This order is used when you don't need a given ship any more. Essentially, the ship is destroyed voluntarily, returning some fraction of its original value to your Corporation as economic points, usable immediately. No base or other facilities are required. Since the order takes only one pulse, the ship could move or do other things on the same turn before (but not after) it is scrapped - for example, raiding a site. Note that since there must be a space to write the SCRAP order, a ship with a crew of zero (and therefore having no movement orders) may not be scrapped.

A ship will return 25% of its original (base) EP cost when it is scrapped. These EPs are added to your treasury and are usable immediately! The 25% factor is modified by crew level, however. Each level over 3 adds 10% and each level below 3 subtracts 10%. Therefore, scrapping a crew-9 ship (if you ever wanted to do so) would recover 85% of the ship's base value!

When a ship is scrapped, any optional items, legendary officers, Prime Teams, etc. will be returned to your Corporation for later use (and are usable immediately).

You wouldn't want to use this order very often. It's included only as a way to get rid of a now-useless ship, or in times of desperation.

6.8 Alphabetical Ship Orders Summary

This list is located in **Appendix K**.

Chapter Seven

Miscellaneous Orders

7.1 What are Miscellaneous Orders?

Each turn you will be allowed to issue ten *miscellaneous orders* for your Corporation. Miscellaneous orders are often referred to as *extra orders*.

Lines for extra orders will be provided on your orders sheet for each turn. Do not write them anywhere else on your orders sheet!

Extra orders are allowed *in addition* to the moves for each of your ships, which is a completely separate activity. Do not confuse ship orders with miscellaneous orders!

It is possible to purchase extra orders above the first ten by spending extra economic points to this end. Use the BO miscellaneous order to accomplish this.

Miscellaneous orders are executed **after** movement occurs, not before! This sequence is important for logistical purposes and other reasons. For example, buying new optional items {accomplished using any of several different miscellaneous orders} takes place after movement, so your ships will not be able to pick up said items until after they have moved and fought any battles on your turn!

*If you like, you can move your extra orders processing phase so that orders are processed before ship movements. This feature is known as **reversed orders** and is set on or off using the RO miscellaneous order.*

Extra orders are processed in the order you write them on your orders sheet. Since the outcome of one order can affect the handling of a later order, this is very important. As a simple example, let's say you want to use 10 fighters to defend a site by issuing the Assign Fighters order (AF). If you do not have 10 fighters in your stockpile, you will have to buy new ones. In this case you would have to issue the Buy Fighters (BF) order first, followed by the AF order. Needless to say, if the BF order fails for some reason (e.g., you cannot afford to buy them), the AF order will fail as well!

Whereas ship moves deal with a single ship, most miscellaneous orders affect sites or your Corporation as a whole. Almost every miscellaneous order is a two-letter code, distinguishing them from ship orders which are four or five letters in length.

A list of miscellaneous orders follows, divided into appropriate sections. Along with each, the format of the order is shown, which includes any parameters they require. Parameters in [**brackets**] are optional.

7.2 Ship Purchasing

There is only one order used to buy a ship, and it is shown on the following page. Before you read its description, however, you need to know more about how the Council handles all starship procurement. This has already been touched on in Chapter Four, but is repeated here for completeness.

The basic concept to understand is the **law of supply and demand**. Essentially, this says that ships more in demand will cost more, while those rarely purchased will drop in price. At the start of the game, each ship will cost the amount shown in the SFW Ship List, but afterwards, you'll find that they tend to vary widely. For example, if no one buys a Z-FF for several turns, its price will drop, but if twenty Corps buy F-PCs, that ship's cost will skyrocket! The key, then, is locating the bargains and taking advantage of them. Watch and see what other Corporations are using, and avoid those ship designs that appear to be most popular with other players.

Supply and demand price changes are made at the end of a game turn (not during your turn), and never affect ships which are not yet available. So, even if you're behind, you can be sure you'll get a ship at its base price on the first turn it becomes available. For example, the A-COB becomes available in Y166, so you know it will be at its base cost when you run your Y166 turn.

In addition to supply and demand, a type of ship will also go up in price for your Corporation if you attempt to buy more than one of them *during* your turn. This is often called "extended" supply and demand, and means that it isn't really cost-effective to buy more than two of the same type of ship in the same turn, no matter how good the ship is. Each additional ship you buy of that same type will cost 15% more than the previous one.

You may find this all very confusing at first, but soon you'll understand why it works this way. The checklist in the next section should help you out until then.

The above rules apply to specific variants of ships, not the entire class. For example, if the price of the K-D7 should go up, this doesn't mean its variants, such as the K-D7W, will also increase. Remember, they are treated as *completely separate* ship types.

One final reminder: After the first turn, you will be expected to choose up to three primary races in which you will

specialize. To do this, issue the PR order (described later). If you try to buy a ship of a non-primary race in any turn except your first turn, you will be charged an additional fee of anywhere from 1% to 100% of the ship's base price (you can never predict the exact charge). Civilian ships will always be available regardless of your primary race settings.

7.3 Purchasing Checklist

Before you attempt to purchase any ship, take a moment to answer the following questions:

- **Is the ship available yet?**

Remember, you can only buy ships that are available in the upcoming year (or earlier). Check the SFW Ship List. Your Initial Build turn is Y165, so you can only purchase ships available in Y165 at the start of the game. (For easy reference, these ships have their prices italicized in the Ship List.)

- **Is the ship's race one of your three declared primary races?**

This does not matter in the initial build, but takes effect on the following turn. You should declare one to three of your primary races at this point, using the PR order described later in this chapter. Otherwise, ships of a non-primary race will cost you extra.

Remember, orders are processed in the order you write them. Be sure you issue the proper Primary Race declaration order before attempting to buy a ship of that race!

- **Have you already bought one of these ships earlier in this turn?**

If so, you probably want to think again. Remember the "extended supply and demand" rule: each time you try to buy an additional ship of the exact same type, you will be charged an additional 15% fee. And this fee increases for each additional ship you buy of that type!

- **Is the ship popular with other players?**

This is a hard one to answer, because you don't get to see what other people are buying. Keep an eye on the reports you get from elsewhere in the GMC (you will get at least a few each turn) and avoid buying any of the ships you see other players using. These are the ones whose prices are most likely to increase above their base cost.

You can also use the Ask for Ad order (AA), described later in this chapter, to check the current price of a ship. Just remember that its price may change at the end of the current turn, depending on whether or not any were bought, so if you buy one on the following turn, the price might be slightly different.

The Purchase Ship Order **PS**

PS race class [MAX-EP] [CLOAK] [WG number] [name]

Examples: *PS F PC*

PS 0 CA 150 CLOAK WG 1 "Raider"

The only parameters *required* for this order are the **race** and **designation** of the ship being bought. You may buy only one ship per PS order.

To avoid unexpected price increases through supply and demand, you can use the **max-EP** parameter. This is NOT the amount you intend to spend on the ship, but rather the **maximum** you will pay for it! For example, if you write PS F PC 45, and the price of the Federation police corvette has gone up to 50, you will not purchase it at all.

Normally, when you buy a ship it appears at your Home Office. However, **Warp Gates** can be used as alternate locations for purchases, and for this reason they are often called **Branch Offices**. To receive a ship at a branch office, write the parameter **WG** and that Warp Gate's number. For example, the order "PS K D5 WG 2" would buy a Klingon D5 and have it appear at your Warp Gate #2. (Note: ship numbers will be assigned automatically by the program when that ship is purchased.) If you do not specify a WG, the ship will be sent to your HO automatically.

Orion ships (only) also have the ability to buy the cloaking device as an option. To do this, write the parameter **CLOAK** as part of the PS order, as shown in the second example above. A surcharge of 15% will be added to the base cost of the ship to cover this advantage (the new cost is included within the maximum price limit you specify, if any). If you don't buy the cloak at the time the ship is purchased, it can use the GETC ship order later in the game, when it visits a base.

Note: You cannot change a generic ship's mission at the time it is bought. The ship must use the MSNx order on your next turn.

Most players like to name their ships to personalize their fleet. To do this, **you must use the SFW Aide** and simply type the name (no quotes) in the text field at the end of the PS order. The ship name can be up to 20 characters long. A ship will be assigned a default name unless you specify one for it.

If you buy a ship that can carry optional items (such as fighters, transporter bombs, or heavy drones) and unallocated items of that type are available and unassigned, the ship will pick them up automatically at the time it is

purchased. This occurs even if the ship is sent to a Warp Gate. (Normally, ships at warp gates cannot pick up optional items - a ship must visit a base to do that.)

*Note: The mobile warp gate is one of the most important units in STAR FLEET WARLORD. Note, however, that **warp gates are not bases**. You cannot use them for repairs, refits, upgrades, training, or to pick up optional items. They cannot be used for displacement, either.*

Enemy warp gates will be your primary strategic targets, and they are especially vulnerable because of their slow speed. If you should be fortunate enough to kill one, the Council will reward you with an economic bonus of 100 EPs.

7.4 Site Defense Orders

These orders deal with the defense of one or more sites. Site defenses are known as fortifications. In addition to fortifications, you can also assign fighters, PFs, and legendary officers to a site to help defend it. The fighters and PFs at a site are often referred to as a garrison, and improve its defenses considerably.

Fortify a Site **FS**

FS [sector] hex EP-amount [# of fighters] [# of PFs] [name]

Examples: FS 0509 200

FS 62 1101 300 0 10 "End of the Line"

This order fortifies a site by adding economic points to its defense. Each EP you spend gives one point of fortifications, and it takes four fortification points to earn one point of defense factor. See Chapter Eight for a full description on how fortifications affect combat.

After assigning a certain amount of fortifications (see chart below), a base will be constructed automatically. The advantage to fortifications over ships as defenses is that you can build fortifications at any site you own at any time, whereas ships can only be bought at your Home Office or a Warp Gate.

Note: Fortification points are hit points, so sites have four times as many hit points as their DF - giving bases incredible staying power!

The first parameter of the FS order is the **site location** (remember, you can only fortify sites, not any other kind of terrain). If you leave the sector number off, your home sector is assumed. Remember, you must control the site at the time the order is issued in order for the FS order to work. **However, you cannot fortify a site on the same turn you capture it!**

The second parameter indicates how many EPs to spend. There is no upper limit (other than your income and the strategic situation) to how many fortifications you can place on any given site. The minimum you can assign in any given order is 10. If not enough EPs are available, to match the amount you specified, you will send as many EPs as you can afford.

You can also assign fighters (and PFs, when available) to defend a site by placing them in the site's **garrison**. Simply write the **number of fighters** after the amount of EPs to spend, followed by the **number of PFs** (if any). You can assign a maximum of one fighter for every **20** fortifications and one PF for every **50**. Fighters and PFs in a site's garrison (including the Home Office's garrison) will not be available for automatic pickup by a ship, but a ship may withdraw fighters and PFs directly from a garrison using the GARX order (see Chapter Six).

You can also rename your site when you fortify it. Again, **you must use the SFW Aide to name a site**. Type the name (no quotes) in the text field at the end of the FS order.

Legendary officers can also be assigned to a site to help defend it or give it other special abilities. This is done with another order, AL, which is described later in this section. You cannot assign an officer during the FS order as you can with fighters and PFs.

The obvious defensive tactic is to fortify your sites as much as possible. You will not have enough EPs to fortify everything, however. Part of the strategy of STAR FLEET WARLORD is learning when and when not to fortify.

Until you have a base, fortifications will be listed as "defsats" (defense satellites) - 1 defsats for every 20 or fewer fortifications. Defense satellites are simple robotic defenses that have no other abilities.

Hint: Defending a site with less than 40 points of fortifications is generally a waste of time.

At 200 points of fortifications (or more) a base will be constructed. Bases can make ship scans every turn (if not in scan-blocking terrain), and any time a ship visits one it will automatically pick up any unallocated optional items it can carry. They are also important as repair stations, and have many other uses.

Bases come in several sizes, as shown below:

Level	Name	Abilities
200	BS Base Station	Makes a ship scan of its sector each turn, as if it were a crew-3 scout issuing SCAN SHIPS.

Level	Name	Abilities
300	BATS Battle Station	As a BS, except the scan shows the quantity of ships in each hex, as if it were a crew-5 scout issuing SCAN SHIPS. Bombardment attacks suffer a -10% penalty.
600	SB Starbase	Has access to the Starbase Order, which smaller bases cannot use. Bombardment attacks suffer a -20% penalty.
1000	WB Warbase	Has access to the Starbase Order, which smaller bases cannot use. Bombardment attacks suffer a -30% penalty.
2000	MB Megabase	Earns a second Starbase Order. Automatic scans report owner of ships seen. Bombardment attacks suffer a -50% penalty. Is provided with the protection of Scan Jamming (see the SJ Starbase Order in this chapter) automatically at no cost.

If a base takes damage from combat or bombardment it can be knocked down to a smaller sized base. For example, if a Starbase with 700 points of fortifications takes 150 points of damage from drone bombardment, it is reduced to 550 points and is now considered a Battle Station (at least, until it is fortified back up to at least 600 points). Bases do not have levels of damage like ships do - repairing one is simply a matter of reapplying fortifications to bring it back to its previous level.

If a Base Station is reduced below 200 points and survives with at least one fortification point intact, it remains a base but is considered "damaged." It may still be used as a base for all purposes, but its automatic scan will show only some of the ships in its sector.

Your Home Office begins the game as a standard Base Station with exactly 200 points of fortifications. You will probably want to upgrade it to a Battle Station (and eventually a Starbase) within the first few turns, but not at the expense of your other efforts. It's highly unlikely that your Home Office will be threatened within the first few turns of the game.

Warbases and Megabases have no counterpart in Star Fleet Battles, although they appeared in the tri-video show this game represents. SFB players may think of them as Starbases accompanied by large numbers of defense satellites, ground-based weapons, and other immobile defenses.

Fortify All Sites **FA**

FA EP-amt [option] [MAX max-EP] [MAJOR/MINOR]

Examples: *FA 50*

FA 100 SECT 11 MAX 200 MAJOR

This complex-looking command lets you fortify a large number of sites at one time, using only one of your valuable order lines.

At its basic level (as in the first example above), with just the **EP-amount** parameter, the FA order will attempt to fortify every site you own by the amount of EPs you state. This will become very expensive very fast, however. Fortunately, the FA order can be modified with a number of other parameters. One of these is an **option**, which can be any **ONE** of the following:

SECTOR sector#: All sites in the stated sector.

TERRAIN terrain-code: All sites of anyone terrain type. You can specify either area or point terrain, but not both. This would be useful if you were poor in a particular resource and wanted to defend those sites which produced it (e.g., dilithium asteroids).

BASES: Fortifies only sites which are already bases. This is very useful for mass base upgrades.

In addition to these three options, you can further specify the domain of your FA order with the MAX parameter. This tells the computer not to fortify any site above a certain maximum level. For example, if you issued the order FA 150 MAX 300 and you had a site that was already at 250 points, it would be fortified up to 300 points but no higher.

Finally, you can use the **MAJOR** or **MINOR** keyword to limit the FA order to only major or minor sites, respectively.

If you do not have enough EPs to carry out the order as specified, the computer will fortify as many sites as it can in a random order.

Some examples of FA orders:

FA 100 simply fortifies every site you own by 100 EPs. (This version is normally used only very early in the game. For example, since you do not know where your Home Office will be before you run your initial build, you might use this order during the build to apply fortifications to your Home Office, wherever it might be.)

FA 150 SECT 11 would fortify every site you own in sector 11 by 150 EPs.

FA 200 TERR DA MAX 300 would fortify every DA (dilithium asteroid) you own by 200 EPs but no higher than 300.

FA 100 BASES MAX 300 MAJOR would fortify all bases you own on your major sites only by 100 points to a maximum of 300-in other words, it would convert all your Base Stations on major sites to Battle Stations.

FA 100 SECT 25 BASES is illegal because you are only allowed to specify one "option" as part of this order. If this order were submitted, the computer would ignore the extraneous BASES parameter, probably fortifying a few more sites than you intended!

FA 75 50 is also illegal and is a common mistake made when attempting to use this order. The player issuing it is probably trying to fortify all the sites in sector 50 by 75 EPs-or is it all the sites in sector 75 by 50 EPs? Be sure you use this order in the correct manner or you might not see the results you want!

Don't be tempted to fortify lots of sites by small amounts, such as with an order like FA 25. Small amounts of fortifications are generally worthless in combat.

Assign Fighters and/or PFs to a Site AF

AF [sector] hex fighters [PFs]

Example: AF 94 1113 10 4

This order sends fighters and/or PFs to a site to act as guards. A site's garrison can only support a number of fighters equal to **one-twentieth** of its fortification level, and a number of PFs equal to **one-fiftieth** its fortifications. The fighters and/or PFs must be available and unallocated for this to work. Since each fighter adds 4 DF to the site and each PF adds 15, you can increase the site's defense factor dramatically. Fighters and PFs are the only optional items that can be assigned to sites (you can't assign drones, T-bombs, commandos or MRS shuttles). If assigned to a garrison, PFs do not provide any damage absorption ability as they do on ships.

If you specify a negative amount of fighters or PFs with this order, that amount will be returned to your inventory for later reassignment. For example, the order AF 52 1411 -20 -5 would withdraw 20 fighters and 5 PFs from the garrison at hex 52-1411. You may mix positive and negative numbers for fighters and PFs in the same order if you wish.

Note: If you have fighters or PFs at a site and the site takes damage (from an attack by ships or a long-range drone bombardment), the fighters / PFs will be destroyed only if they can no longer be supported. For example, if you have 10 fighters at a 200-point Base Station and it is knocked down to 150 points, you will lose three fighters since 150 points can only support 7 fighters (1/ 20th of the fortification level).

If you wish to assign only fighters to a site, you can leave the PF amount off the order-for example, AF 76 1209 10. You do not have to bother writing a "0" at the end of such an order. However, if you wish to assign PFs but not fighters, you must include a "0" in the fighter parameter slot as a placeholder. For example, AF 08 0910 0 5 will assign zero fighters and 5 PFs to the site in 08-0910.

You can also assign fighters or PFs to the site as part of the fortify order (FS). See the description of that order for more details. For this reason most players rarely use the AF order, but it's here if you need it.

Assign a Legendary Officer to a Site AL

AL [sector] hex officer-type

Example: AL 01 0515 E

This order places a legendary officer of the specified **type** at a site. At least one of that officer type must be available and unallocated when the order is issued. The officer cannot be recalled later, unless you use either the unfortify site (US) or drop site (DS) orders (see below). You cannot assign more than one of the same type of officer to a given site.

This order is expensive, as you will see on the chart below. Use it sparingly, and avoid assigning officers which require resources that are in short supply.

The officers, and their costs, and their effect on sites are shown in the table in **Appendix L**.

Legendary Captains will only function on ships. If assigned to a base, they would only complain that they weren't in command of a starship, making life miserable for everyone involved.

Prime Teams may not be assigned to bases. They are useful in an exploratory role and prefer to move around, not sit at a fixed location like a site.

If you assign an Engineer to a site and ships are present that need repairs, they will be repaired on the spot (assuming enough ores are available). Similarly, a Doctor assigned to a site will automatically cure any ships at the site that need it. No additional orders are required to cause these effects.

You should almost never assign an officer to anything less than a Base Station. Most of them will have no effect otherwise, and Science Officers only work properly at certain types of bases. Also, officers are automatically killed if the site is conquered by another player, so you are risking your officer if you put him on an undefended site.

The Navigator and Doctor are useful when a site you need to defend is located in annoying terrain (weak space, for example, or radiation zones in the case of the Doctor). Your opponent will find it tough to assault such a hex when your ships can enter it freely while his cannot.

Legendary officers are expensive to assign to a site, each costing 100 points of two different resources. Don't use the AL order unless you have a surplus of economic points in the appropriate categories. (Some players consider this an ideal way to get rid of some of those excess points!)

The only way an officer can be "unassigned" from a site is if you use the Drop Site (DS) or Unfortify Site (US) orders, described below.

Drop Control of a Site DS

DS [sector] hex

Example: DS 03 1511

This order is used when you no longer wish to control a certain site. All fortifications there will be scrapped (and you'll get back 25% of their original cost), and fighters, PFs, and officers there will return home for reassignment (available immediately). Note that you will not receive any part of the fee you paid for assigning officers to the site - those resources

are basically lost.

This isn't something you want to do often, but is included in the game "just in case." An example of its use might be if you made a territorial deal with someone and wish to give up a site so they can easily capture it.

Unfortify a Site US

US [sector] hex

Example: US 03 1511

This is a variant of DS (above). It does essentially the same thing (destroying fortifications and sending other defenses home) but doesn't release control of the site. Again, you will get back 25% of the fortifications and all fighters, PFs and officers will return home to await reassignment.

Note: US is normally used when you no longer need the fortifications at a site (if it's far behind your lines, for example) but want to recall the items it has for use elsewhere.

7.5 Listening Posts

Listening posts (LPs) first become available in Y170. They can be quite useful for information-gathering, and have other abilities as well.

The initial description of listening posts states that they cost 50 EPs to create, and the order to make one, LP, is issued as a miscellaneous order. When LP is issued, all fortifications are dismantled, all fighters/PFs are unassigned, and all officers are returned home (as if you had issued the Unfortify Site order on the site). The listening post (actually more of a stay-behind guerrilla force) is then set up and begins operations. Note that once this is done, you cannot fortify the site again or the LP will be destroyed.

In order to use the LP to full effectiveness, it is necessary to allow its site to be captured by another player. That's the whole point of a listening post. If you create one and the site never gets conquered, it is of no use (except for peace of mind). Some players LP all the sites in their home sector "just to be safe," but if you are not being invaded, this is a waste of good EPs. Instead, choose sites which are in danger of being lost or which are frequently being traded back and forth between you and an enemy.

Once created, an LP provides a report to you at the start of every turn. This report lists who owns the site, the fortifications present, and the number of uncloaked ships in the hex. In addition, if the fortifications are large enough to make a scan, the LP will make a ship scan for you during the Post Turn Status phase (even if the site is owned by another player), and this will take place without the owning player's knowledge.

The LP is capable of nullifying the effect of fortifications for defense purposes if you attack the site. If your opponent builds a base there, and your ships (not another Corp) attack, the fortifications provide a DF of 1 (this also nullifies the effect of weapons officers and marine majors). Fighters, PFs, Ace Pilots, and ships at the site still provide their benefits.

Upon building a listening post, you learn about several new orders which apply only to your LPs. These orders are listed below, in order of usefulness.

Incite Rebellion IR

This is the most effective use of a listening post. IR allows you to rebel a site back to your control, so long as it is not defended by more than a few fortifications or at least one ship. If the site has no fortifications at all and no ships are guarding it, the rebellion will be automatically successful!

I'm sure you can see the advantages of this order. Even if your opponent conquers your site, you get it back immediately—and you don't even have to have a ship in the area! Keep in mind, though, that this still counts as having conquered the site on your current turn, so you still have to wait the required one turn delay before it can be fortified.

The main disadvantage of IR is that it requires a miscellaneous order to issue. Normally you won't have just one LP out there, but many, and issuing a lot of IR orders will detract from your ability to build ships (a critical issue during the middle game). Thus, you will probably want to buy orders on the turn before you expect to have to incite a lot of rebellions.

Typically, you will want to use this order when you are fighting in a hotly contested area. Continually rebelling sites back to your control keeps your opponent from gaining any income from them. IRs are also useful near the end of the game when you are fighting to get and keep as many sites as you can (this strategy was the cornerstone of John Hanna's recent victory in game 29). Finally, LPs can also be useful when sites are menaced by those annoying space monsters and pirates. They won't leave their ships on your sites for long, and you get them right back when they depart and you need never risk a ship.

Instigate Burglary IB

This is basically a RADx order performed by your listening post instead of a ship. If fortifications are less than 200 points, success is automatic and the site is raided (note that ships present at the site have no effect on success). The chance of success is 80% for 200-299 points of fortifications, 60% from 300-399, 40% from 400-499, 20% from 500-599 and 0% at Starbase level and above.

In addition to this, the IB order lets you specify a ship type which will "raid" the site. The player owning the site gets a message that a ship of that type performed (or attempted to perform) the raid. In this way the presence of your listening post is not revealed. Note that you can specify ANY race and class you like (even a ship class that doesn't really

exist) although using an illegal ship to make a raid (such as one with a speed less than 4 or one which has not yet become available) will give away your LP's presence to the enemy. Most players choose cloakable ships, Orions, space dragons, or ships known to be operated by a different Corp who also has a presence nearby.

Burglaries are good ways to guarantee income from any listening post (assuming it has no fortifications). Of course, if the site has been recently raided, a burglary will fail. Burglarizing a site marks it as raided, so any ships attempting to raid before the owning player runs his next turn will also fail (thus, burglarizing your own sites can frustrate your opponent's raiding attempts).

Instigate Sabotage _____ IS

This is a seldom-used order which only becomes useful when your opponent applies a large amount of fortifications to one of your listening posts. If this happens, IR and IB orders become impossible to use and the only other thing you can do to the site is attack it with a fleet (knowing its fortifications provide no DF).

The sabotage order lets you send an amount of EPs (minimum 50 points) to the site in the form of explosives. The amount of fortifications destroyed will be equal to 110% to 150% of the EPs you send (randomly determined at the time the order is issued). For example, if you sent 300 EPs, you could do from 330 to 450 points of damage.

If damage exceeds fortifications by at least 50 points, the site will be devastated! (This is actually a disadvantage if you plan to follow up the sabotage with a rebellion order.) Note that if you know the site has no fortifications, an IS order with the minimum amount of EPs (50) will automatically cause devastation, but this is normally only done as a last resort "scorched-planet" policy.

One use of this order is to destroy fighters and PFs guarding a site. Since a site cannot support more than 1/20th its fortification level in fighters and 1/50th its fortifications in PFs, you can use sabotage to destroy not only fortifications but these items as well if your opponent has assigned a lot of them to guard the site. You will want to do this normally only as a prelude to invasion (either yours or an ally's).

The presence of fortifications, ships, officers, fighters or PFs at a site does not affect sabotage attempts in any way.

Standard LP Strategies

Use listening posts to keep sites out of the hands of your enemies (or the monsters/NPCs). Keep your income steady with burglaries on sites which are hotly contested. Sabotage fortifications built by your opponents, destroying their automatic scan network and weakening their sites to make attacks on them more likely to succeed.

Using LPs creates a kind of "second front" operating in the background of the ship-to-ship combat. If you use a LP on your enemy, he will start using them on you. Many players don't think about using LP strategies until another player "reminds" them, so try to keep your LP usage secret as long as possible.

When the game is nearing its conclusion, issue IR orders on all your LPs, just in case they get conquered between turns and your opponent doesn't leave a ship behind to guard them.

Remember, nothing forces you to use listening posts. If you don't have the EPs or don't feel the need, don't bother. For every 3 listening posts you create, 2 of them will probably never be necessary. Keep that in mind.

Dealing With Enemy LPs

OK, so you know a lot about LPs and how to use them, but what happens if your opponent turns the tables and employs these tactics on your Corporation?

The best way to stop an enemy LP is to destroy it, and the best way to do that is to replace it with one of your own. A site can have only one listening post at a time, and since you can use the LP order on a site during the same turn you conquer it, this is a simple task to accomplish. Of course, you have to pay 50 EPs to do it, but it's a small price to pay to keep your opponent from rebelling or burglarizing your sites.

Another way to destroy a listening post is with the IH (Investigate Hex) order. This order costs 25 points to issue and an additional 75 to destroy any listening post if one is found. (The cost differs slightly for minor sites or Home Office sites.) This price makes the IH order too expensive to issue unless you have already fortified your site significantly. Applying an LP to a fortified site wastes 75% of the fortifications' value, so IH would be more cost-effective, and avoids the possibility of sabotage later.

If you are worried about an opponent rebelling a large number of LPs, and you don't have the orders or EPs available to make them into listening posts yourself, the simplest strategy is to just place a small ship on each site to protect it and enforce your will. This won't stop a burglary or sabotage, but at least you keep the site for victory purposes.

7.6 LOGISTICS BASES

A logistics base is a speed-0 "ship" which can be placed in any hex which does not contain point terrain (obviously, it follows that they cannot be placed in the same hex as a site). Rules and requirements for placing one are described shortly. Once dropped, the LB is available for several useful functions.

Function	Description
Repairs/Upgrades	LBs are treated as repair ships with unlimited repair points for purposes of the REPR or UPGR orders. Naturally, you will still have to pay standard fees in Ores to use REPR or UPGR while in the hex of a LB.

Function	Description
Integration	Logistics bases are considered integration ships for all purposes, so you can use them to pick up officers, train your ships, and so on. Again, regular fees apply.
Hospital	LBs are considered hospital ships and will automatically CURE any ship which enters their hex. This is one of the LB's most useful powers. There is no order required to use this function; just move your afflicted ship into the hex and the CURE action will occur automatically.
Optional item distribution	LBs are able to supply ships with optional items just as a base can. If a ship enters a LB's hex and is short on one or more optional items which you have in your Corp's stockpile, the LB makes them available for immediate pickup.

Now that you know what a logistics base does, it's important to know what it doesn't do. First, LBs are not fortifications (and in fact are quite weak in combat—any frigate could probably take one out without too much difficulty). You cannot assign fighters, PFs or officers to LBs. Because LBs have a speed of zero, they cannot issue orders for themselves. Also, even though they provide many of the features of a normal base, only the features described above are available—they can't, for example, be used for REFT or GETC orders, nor can they restore repair points to repair ships.

Now that you know what logistics bases can do, how do you get one? The way to go about it is with the **LOGB** order. This is issued as a single-pulse order by any repair ship which has at least two (2) unspent repair points. These two points are expended by the order (and, as explained above, are not restored by the LB itself). Note that since actual repair points are required, a Legendary Engineer or Legendary Captain is not sufficient—you must use an actual repair ship (or a generic ship in the "R" mission). There is also a hefty cost in EPs—100, to be exact. However, considering that the LB performs the functions of a repair, integration, hospital and facilities ship rolled into one, you might find the price well worth paying!

This order requires actual repair points, so Engineers and Hive Ships can't use it. Also, please note that you can't use a Logistics Base for the GETC order.

7.7 Optional Item Orders

This section lists the orders that deal with optional items for ships, such as fighters and heavy drones. These items are assumed to be stored at your Home Office, packed in crates to be shipped as needed. They will not defend your HO if it is attacked. You can stockpile items for later use, but you should try to get them onto your ships as soon as possible so they will be of some use. A stockpiled item does nothing for you!

It is important to note that there is no order to specifically assign a quantity of these items to a ship - your ship captains will automatically grab whatever optional items they can whenever that ship visits a base! (Greedy little buggers, aren't they?) In addition, another check is made after all your miscellaneous orders have been issued, just in case you bought more items during that portion of the turn. If several ships are capable of picking up items at the same time, the oldest ships always have priority.

When special items are bought, you always state the amount of economic points to spend, never the exact quantity of the items you want to buy. This is because you don't know exactly how much they will cost at that moment. The price of optional items tends to vary slightly and in no rational pattern.

The quantity of optional items on a ship is always displayed on your Orders Sheet as a number followed by a slash and then another number. For example, you might see the cryptic-looking notes Ftrs: 10/24 or PFs:1/6. The first number in any such display is the amount you are currently carrying. The number after the slash is the maximum that ship is capable of using at any given moment. So in the examples above, the ship in question has 10 out of 24 possible fighters aboard, and one of its six allowed PFs. It could pick up as many as 14 more fighters and 5 more PFs.

The abilities of optional items are explained in Chapter Four.

Remember: Crippled ships cannot use optional items of any kind until repaired.

Buy Fighters **BF**

BF EP-amount

Example: BF 100

This order attempts to buy fighters for your carriers. Each fighter costs around 5 EPs, although this can fluctuate. In the example above, you'd probably get around 20 fighters.

Buy PFs **BP**

BP EP-amount

Example: BP 240

Attempts to buy fast patrol ships for your PF tenders. Each PF costs around 20 EPs, so the example would procure about 12 of them. You cannot buy PFs before Y180, and most PF tenders are not available until then.

Buy Heavy Drones **BD**

BD EP-amount

Example: BD 50

This is used to purchase heavy drones for use in your drone-using ships. Each drone costs about one EP to buy, so the amount you write is usually the number of drones you wind up getting. As you may have guessed, this cost can vary.

Buy Transporter Bombs **BT**

BT EP-amount

Example: BT 24

This order buys T-bombs for your ships. Each costs approximately 4 EPs, so the example would buy around 6 of them. Most ships can use T-bombs, depending on their size (see Chapter Four). Keep in mind that Monsters and most Civilian ships do not use T-bombs, and Andromedan ships are filled with TBs for free when purchased.

Buy commandos **BC**

BC EP-amount

Example: BC 33

Use this order to procure commandos for your troop transports (and Gorn ships) to carry. Each commando costs about 3 EPs, so around 11 would be bought in the example shown above.

Buy Multi-Role Shuttles **BM**

BM EP-amount

Example: BM 24

This order is used to buy MRS shuttles. Any cruiser or larger ship can carry one of these useful items; smaller ships cannot use one unless they are of at least crew level 7. Andros and Civilians do not use MRSs.

Each MRS costs around 4 points (this can vary), so in the example above, around 6 would be purchased.

Buy Decoys **BY**

BY EP-amount

Example: BY 75

This order is used to purchase decoys. Each costs around 15 EPs, so 5 would be bought in the above example.

Decoys are not carried by ships but are held in your stockpiles until dropped by ships. See chapter Four for a complete description of these and the preceding optional items.

7.8 General Corporation Orders

This section is for those orders which affect your Corporation as a whole, but don't fit into either of the preceding categories.

Declare a Primary Race **PR**

PR race

Example: PR F

This order is used to specify one of the three primary races you will use in your game. You can only set one race with each PR order.

Once a primary race is set, it cannot be easily changed. The CP order (below) can be used to do this, but it costs 100 EPs and is only available every 12th turn of the game.

Choose your primary races wisely, as they will be important in determining your wartime strategies. It's usually a good idea to hold one race slot "in reserve" until you get an idea of what other races are in use. In Y169, and again every 12 turns thereafter, a race list will be provided for this purpose.

You cannot set the Monsters as a primary race.

You do not have to set Civilians as a primary. Civilian ships are always available to all Corporations.

You cannot declare a race as a primary more than once. Doing so would have no benefit.

Change a Primary Race **CP**

CP old-race new-race

Example: CP F K

Once a primary race has been set, it can only be changed using this order. The catch is, **this order can only be issued every 12 turns**. You can issue CP only during Y177, Y189, Y201, and so on, not during any other year. (Since a normal game will last only 25-30 turns or so, you will usually only have two opportunities to use this order.) However, during those particular years, you can use CP as often as you wish.

Each use of CP costs 100 EPs. To use it, specify the race letter you wish to change followed by the race you wish to change it to. You cannot set two slots to the same race.

If you know you want to change a race but don't know what to change it to (perhaps you wish to wait for the next

"races in use" report-see the description of PR above), use the special letter "U" for Unknown. For example, "CP L U" would change Lyran to Unknown, effectively "un-declaring" that race as a primary. This will still cost 100 EPs, of course. You'll use the standard PR order to declare a new primary to fill that slot, but the PR order could be issued several turns down the road.

Ask for Advertisement AA

AA race class

Example: AA F GSC

This order requests information on a particular ship type. You will be told the combat statistics (AF, DF and SF) of the ship as well as its current price. The current price does not include any penalties you might have to pay-for example, if it is not of one of your primary races.

You may use the AA order on any ship on the Ship List, including Monsters (even though they are not normally available for purchase). You may not ask for ads on non-ship items such as fighters, bases, decoys, and so forth.

There is no charge to use the AA order, although you will use up an order line when you ask for your ad (an order line which might be better used for other purposes). AA is commonly used early in the game when you have plenty of orders to spare (especially during Y166, when you don't have a lot of money to spend).

Request a Loan RL

RL EP-amount

Example: RL 200

You use this order to request a loan from Guido's Loans, the local loan shark operating in the Greater Magellanic Cloud. You can request any amount of EPs, but the **total** amount you have on loan cannot exceed **five times** your current stock value.

For example, if your stock is 40 and you request a loan of 300 points, you'll actually get 200 (5x40). If, on the next turn, your stock then went up to 60, you could request another 100 EPs. This is because your maximum level is 300 (60x5) and you've already borrowed 200 of that.

This order can be used up through (and including) Y170. During that year, Guido closes his loan shop and opens a collection agency. You will be charged interest on the unpaid part of your loan at the start of Y170, and the interest amount will increase (slightly) each turn thereafter. Interest will be charged on the outstanding balance, not on the original amount of the loan. For example, if you borrow a total of 200 EPs, and are charged 10% interest in Y170, you now owe 220 EPs. Interest you pay in Y171 will be based on the new value of 220, not the original 200. As you can see, if you don't work on paying off your loan on a regular basis, it can quickly reach unmanageable levels. Use the PL order (which follows this description) for more details on this procedure.

If you don't pay everything back before the end of Y179, Guido will start repossessing your ships!

The RL order can be used in your initial build (in fact, most players find this a good idea, as long as they remember to pay it back on time). Since your initial stock value will be from 31 to 35 points, you can be assured of getting at least 155 points with 1 this order.

Pay Back Money on Your Loan PL

PL EP-amount

Example: PL 100

This does nothing more than pay back some or all of what you owe to Guido. It is available at any time, even before interest begins to accrue. You should pay back your loan as quickly as possible, just to get the "loan monkey" off your back.

If you attempt to pay back more than you owe (for example, with the rather common order PL 999), you won't waste money. The maximum Guido will take is what you owe (awful honest of him, eh?).

*Interest is charged on the unpaid loan amount and occurs at the **start** of your turn, so take interest into account when deciding how much to pay with your PL order.*

Request a Random Event EV

EV

Example: EV

On each turn of the game (except the initial build), you might receive a random event. Random events are chance happenings, encounters, accidents, or opportunities which appear in an unpredictable manner. On any given turn, there is a 50% chance you will receive a random event. There are over 200 possible events you might receive, and about 2/3 of these have good (or at least neutral) effects.

If you wish to "stir up the pot" and guarantee getting a random event on your turn, issue the EV order. There are no parameters. When you issue it, you will be sure of getting a random event that turn. Of course, there is no guarantee that it will be a good event, just that you will get one!

EV can only be used once on your turn; a second attempt will do nothing. Note that the event does not occur when EV is issued - it is generated in the Random Event Phase of the turn, which follows Post-Turn Status Phase (i.e., after all movement and orders). See Chapter Nine for the sequence of play and more details on random events.

Request No Random Event **NE**

NE

Example: *NE*

This order is simply the reverse of the preceding order. If NE is issued, you will be guaranteed not to get a random event on your current turn. You might issue this on a critical turn (or the turn before a critical turn) to make sure a bad random event does not adversely impact your plans.

EV and NE are (obviously) not compatible. If you issue both orders on your turn, the first one you issue will take precedence and the other will be ignored.

Ally with a Corporation **AC**

AC corp#

Example: *AC 233*

If you wish, you may specify an "ally" for your Corporation. This provides only one benefit-your ships will not attempt to enter hexes which contain your ally's ships or sites. Generally, this order is used to seal an alliance and be certain you do not accidentally break it in the future.

The effect of an alliance is simple. If you order a ship to enter a hex containing any ship or site your ally owns, even if it is totally undefended, your fleet will retreat back to its previous position. You will not be told what forces are present; your ally will not be told that you attempted to enter the hex. Note that effects of terrain will be caused before the "bounce" occurs, just as with any other movement.

To deactivate an alliance, either use the AC order again to set a different Corp as your ally, or use AC followed by 0 (zero) to declare you have no allies. You may only have one alliance set at any time.

Just because you have set a Corp as your ally does not mean he is allied with you. In fact, you have to be careful here, as any "backstab" by that Corporation can be done without fear of reprisal from you. In addition, if you are attacked by the Corporation who you have set as an ally, his ships gain a 25% bonus to their base attack factor. This reflects the "surprise" involved when a supposed ally attacks without warning!

In a "team" game of STAR FLEET WARLORD (a standard game does not use teams), all members of a team are considered allied. However, if a teammate is knocked out of the game, this status is automatically deactivated. That way, your team may take over his sites if you wish. However, if there are any ships or fortifications remaining at these sites, they will fight to defend themselves from your invasion (since there is no longer a Home Office to tell them not to do so).

Defend Against a Corporation **DC**

DC corp#

Example: *DC 998*

If you have one enemy in particular that you fear most, use this order to tell your ships to be on the lookout for that particular Corporation. If you are attacked by that Corp, your ships will have a 25% bonus to their base defense factor!

The 25% bonus to DF does not affect hit points. It is cumulative with any other defense bonuses, such as those provided by MRS shuttles, the asteroid field defense improvement, and so on. The bonus applies only to the base DF of the ship, not any optional items. It helps ships only, and is not applied to the defense factor of fortifications.

Like the AC order (above), you may defend against only one Corp at a time. To stop defending against a particular Corp, issue DC with a different Corp#, or use DC 0 (zero) to defend against no one in particular.

You can defend against the same Corporation you are allied with. The two orders do not interact with each other in any way.

You may defend against non-player Corporations, wild sector pirates and the Nasty Space Monsters if you like. Early in the game, this is a popular strategy.

You will be told the current stock value of any Corporation you are allied with or defending against. Keep an eye on changes to these stock values-they will help you determine how well your ally and/or enemy is doing.

Set Combat Tactics **CT**

CT attack-tactic defense-tactic

Example: *CT 5 3*

This order is used to declare both the attack and defense tactics for your Corporation's ships to use. Each race has one attack and one defense tactic that they prefer, and one of each that they dislike. If you are using the right tactic for a ship's race, it gains a 15% bonus; if using the wrong tactic, it suffers a 15% penalty. The only exception is the ISC, which has a 30% bonus instead of 15% if using the Echelon tactic to attack (not defend). Tactics are described in a bit more detail in the race descriptions of Chapter Five.

There are ten possible tactics for each of attack or defense, numbered from zero to nine. When setting tactics, please specify the tactic number, not the name!

Tactic zero is the "basic" tactic and provides no bonuses or penalties. This is the default setting until you change tactics. If using several races that are not very compatible, it might be wise to use the basic tactic. Note that Civilian ships and Monsters do not have any tactics they prefer-this does not mean they gain any bonuses for using the basic tactic, however!

Note that these tactics do not have any effect on combat other than add the bonuses or penalties to a ship's base attack or defense factors. For example, even if you are using the minelaying attack, you will not use up T-bombs faster than normal.

If you wish to find out more about tactical starship combat, we suggest you try Star Fleet Battles, the board game on which STAR FLEET WARLORD was based. Then you can see for yourself how well, or how poorly, the tactics below work during actual battles.

The tactics and their effect on the different races are shown in the table in Appendix M

7.9 Administrative Orders

The orders in this section do not actually do anything directly to your ships, sites, or Corporation, but are provided for administrative and diplomatic purposes.

Send a Subspace Message **ME**

ME destination [KNOWN/RSVP] message

Examples: ME SECT 15 "Call me - we need to talk!"
ME 396 KNOWN "Prepare to die!"
ME ALL "You're all a bunch of wimps!"

This sends a subspace message to one or more other players in the game. You can transmit up to **90 characters** of **message** per ME order. Messages can be sent as a diplomatic tool (to help make contact with other players) or for a variety of other reasons.

The lines provided on your orders sheet for miscellaneous orders do not have room for full-sized messages. If a message does not fit on a single line, write "see below" after the ME order, and then write the message text in the blank space at the bottom of the page (or on the reverse side). If sending multiple messages in this way, be sure to indicate which message goes with which ME order!

Messages must have a specified destination, which can be anyone of the following:

ALL: Sends the message to every Corporation. Such messages will be preceded by the tag "ALL>" to identify them as such. The character ">" can never be entered as part of any message, so if you see "ALL>", you know that message really was sent to everyone in the game.

To keep subspace frequencies from becoming jammed, you are restricted to a maximum of one message per turn to ALL players.

CORP Corp#: Specifies a specific Corporation who will receive the message. You must know the precise Corp#. Don't bother sending messages to non-player Corporations, wild sector pirates or the Nasty Space Monsters, as they will ignore any attempt you make at diplomacy.

SECT sector#: Beams the message to a specific sector. Only the Corp with its original Home Office in that sector will hear the message. (If the original Corp has been conquered, no one will hear it.) To reach any Corp with a ship in a given sector, use SHIPS (below).

SHIPS sector#: Sends the message to any ship in the specified sector. Any and all ships in that sector will hear the message (even cloaked ships). Such messages will be preceded by the tag "S##>" where ## is the sector# the message was sent to.

TEAM team#: Send the message to everyone on a particular team. This applies only in special games of STAR FLEET WARLORD in which teams are used. (Normal games do not use teams.) Messages to a team will be preceded by the tag "T>".

Normally, messages will be anonymous because your Corp knows how to scramble its signal to conceal its point of origin. However, if you want to send an unjammed signal so that recipients are sure of who sent it, add the **KNOWN** parameter to the ME order. Your Corp# will be attached to the front of the message, followed by the ">" character. This symbol will never be allowed as part of a handwritten message, so no duplicity is possible. For example, if you saw "355>" in front of a message, you would know for a fact that Corp#355 sent that message.

RSVP is like KNOWN (and does the same thing KNOWN does), but also provides your name and address (and phone number, if you have activated it) to the Corp you send the message to. The text of your message will not be affected (the name and address are sent separately). You can use KNOWN or RSVP in your ME order, but not both.

If you receive a message, it will appear in the appropriate section of your turn results. The various tags that can appear on the front of messages can indicate how it was sent. For example:

Message	Meaning
Hello!	Since there is no tag, this message was sent directly to you by using either the CORP or SECTOR destination code.
ALL>Prepare to die.	The "ALL>" tells you this was sent to ALL Corporations at once.
305> We who are about to die salute you!	This was a KNOWN message sent by the Corp# 305. Since no other tags are present, it was sent directly to your Corp using the CORP or SECTOR parameter. If sent with RSVP instead of KNOWN, you will see the player's name and address elsewhere in your turn report.
T> Anyone have a map of sector 92?	This was sent directly to your team. There is no way to tell which team sent the message.

Message	Meaning
ALL> 125> I need dilithium!	This message was sent to ALL by Corp#125, who sent it KNOWN.
S67> I see you there. Get out!	This message was beamed to all ships in sector #67 using the SHIPS parameter.
S19> 913> This is MY sector!	This message also used the SHIPS parameter but was combined with KNOWN. It was sent by Corp#913 to all ships in sector 19.

Other combinations of message tags are possible, of course. Remember that the ">" character is generated by the computer and cannot be sent as part of a message, so you cannot falsify messages in this way.

If you enter a message which is longer than 90 characters, we will do what we can to shorten it so that the original meaning is clear. However, we prefer not to have to do this, so if your message is fairly long, please do us the favor of counting the characters.

Feel free to say whatever you want to a Corp or to the Cloud. This is part of the fun of STAR FLEET WARLORD. However, we will not allow any message we find overly offensive, or anything which can be considered a personal attack on a player. You can insult Corps all you want, but don't try to embarrass or humiliate an individual. This is only a game, after all!

Messages in foreign languages (such as Klingonese will not be entered as they may be breaking the above restrictions. Please do not send messages in any language but English.

We cannot control what you send to a player in the mail or by phone. What passes between players in this way is your business. But before you fire off a nasty note, just remember, players can have powerful allies. Not to mention long memories!

Name Something **NA**

NA object "name"

Examples: NA CORP "Hydrans from Hell"
 NA F PC 1 "Loser"
 NA 02 1511 "Yutzworld"

This order requires the use of the SFW Aide program.

This order names an **object**, which can be one of the following:

CORP: Changes your Corp name. You cannot use this parameter after Y169.

Ship: Specify the race, class and number of the ship being changed. See example #2 above.

Site: Specify the hex location of the site to rename. See the third example above. If you leave off the sector number, the computer will assume you mean your home sector. You cannot rename a site you do not currently control.

The name you select for any of these options can be up to **20 characters** long. You may use upper- or lowercase letters or special characters like "*" and "#" but do not use foreign words or names.

Sites, ships, and Corporations will have default names unless you change them to something else.

Normally you will not use the NA order on ships or sites since it takes up valuable order spaces. Besides, other orders (such as PS and FS) allow you to name a ship or site in the same operation.

Set Name Header **NH**

NH header

Example: NH "USS"

Many players like to use an abbreviated **header** on each of their ships, such as "USS" or "HMS". It gets to be a pain after a while to constantly be writing the same header over and over again. The NH order exists to make this a little easier.

Issue NH followed by a header of up to 5 characters in length. A space will automatically be added to the end, and the resulting header will be prefixed to the name of any ship you buy in the future - so long as you write down a name for those ships at the time of purchase. For example, if you issued the order PS F CA "Exeter" and had a Name Header set to "USS", the ship would arrive with the name "USS Exeter".

Default ship names, names of sites, and names you change directly using the NA order will not include the header. To deactivate a header, simply issue NH with no parameters. Existing ships you own will retain the header, but new ships bought later will not include it.

NH remains set once you have declared a header. You do not need to reissue it every turn.

Change Corporation Motto **CM**

CM motto

Example (for the "Einstein Express" Corporation):

CM "When it absolutely, positively has to be there before you mailed it!"

This order allows you to specify a slogan, called your motto, which helps to personalize your Corporation. This motto will be painted on each of your ships, and whenever any other Corp encounters you in battle, they will be able to

read it. This is purely for humor value.

The same restrictions that apply to messages apply to the motto. It can be no more than 90 characters long, and cannot be offensive or in a foreign tongue. If it is too long to fit on one line, write "see below" after the CM order and write the motto text at the bottom of your orders sheet.

Set Phone Number PH

PH ON/OFF phone#

Example: *PH ON (513)555-3902*

When you run into another Corporation, you will receive their name and address, and they will receive yours. This is to facilitate diplomacy, but the mail can be a slow way to form an alliance. If you would like to speed up the diplomatic process, use this order to make your phone number public as well as your address. When listing your phone number, please use the format shown above, **including the area code**.

Once you use PH ON, any Corp that bumps into you later in the game will see your phone number. If you later decide you don't want your number listed in this way, use PH OFF. If your phone number changes, use PH ON or PH OFF followed by the new number to re-set it.

We like to keep your phone number on file in case we ever have problems with one of your turns (for whatever reason). If you don't mind us having your number for this purpose, please set it for us (but use PH OFF if you don't want others to see it). We will never give out a phone number to any other player if it is set OFF.

Personal Information PI

PI text

Example: *PI "Call after 5pm weekdays"*

This order is used to specify up to 90 characters of personal information that will help other players contact you via phone or mail. Examples of personal information include:

"Work phone (513)233-6886 from 9 to 5 daily."

"Call from 5-11pm weeknights, or any time on weekends."

"Send electronic mail on GENIE to B.GRAW1 or on Internet to B.GRAWI@genie.geis.com."

"Address is temporary until 15 November. Watch this space for future address changes."

Personal information text is under the same restrictions as messages and mottoes (no more than 90 characters, must be in good taste, and so on).

7.10 Starbase Orders

Each Star base you own provides you with one Starbase Order. Starbase Orders are in addition to any other miscellaneous orders you can issue on any turn, and appear in their own section below the rest of your extra order lines.

The term "Starbase Order" is somewhat misleading since it is possible to get such orders from bases other than Starbases. Here is a chart showing what bases provide how many such orders:

	BATS	SB	WB	MB
Without Legendary Science Officer	0	1	1	2
With Legendary Science Officer	1	1	2	3

These are not cumulative! For example, a Starbase gives you only one Starbase Order whether it has a Science Officer or not. A Megabase gives you two orders without a Science Officer, or three (not five) if it does have one.

The lines provided for Starbase Orders can only contain the orders shown in this section. If you attempt to write any other orders in these areas, those orders will not be processed. However, if you want to write a Starbase Order in a regular orders slot, you can do so. You might want to do this if you anticipate earning a new Starbase Order but do not yet have the order line to write it in. (Remember, you may not write an order without a line to put it on. Extraneous orders will not be processed.)

Some of these orders require two or more Star base Orders to function properly. In this case, you need only write the order one time. For example, if you wanted to SX sector 50 (which takes 3 Starbase Orders), do not write "SX 50" in three separate lines. Write it *once*, and leave the other spaces blank (or put another Starbase Order or two there if you think you might earn another one on your turn).

If you attempt to use more Starbase Orders than you have available, additional ones will not be processed. This might happen if someone unexpectedly destroyed one of your bases, or for other reasons.

Starbase orders are described below. Note that many of these are somewhat complicated and you may not grasp certain concepts right away. If you're new to the game, you might skip this section and come back to it later when the time comes to consider building a Starbase.

Scan Hex SH

SH sector hex

Example: *SH 05 1616*

This is the original Star base Order and the most basic of all of them. You use it to scan a particular hex anywhere(!) in the galaxy. Specify the sector and hex to be scanned - that's all there is to it!

This scan reports the terrain, defenses (if a site) such as fortifications, fighters and PFs in a garrison, and the number of uncloaked ships in the hex. You will not be told the owner of a site or of ship(s) located there.

Typically, this order is used to scan a hex on a sector border to see if it is safe to enter. It can also be used to hunt for bases in enemy sectors or for a variety of other purposes.

Scan Value SV

SV sector hex

Example: *SV 92 1513*

This is similar to SH (above) but reports only the actual value of the site - i.e., what it produces in the way of resources, and the prospecting value of the hex (if any). This can help identify Home Offices and the bases used by wild sector pirates (which are worth more than a standard site). If the hex contains a site, you will be told the owner of the site (if any) and whether or not a base is present, but no other information.

Scan Fleet SF

SF sector hex

Example: *SF 88 1004*

This is an improvement over the SH order. It tells you everything SH does, but with one small difference: All ships in the target hex are listed by race, type, and name! If ships in the hex are cloaked, you will not see these details but the number of cloaked ships will still be displayed.

A Fleet Scan requires TWO Starbase Orders. If you have only one, the order will fail, but that Starbase Order slot will not be used by the failed order.

Scan Jamming SJ

SJ sector hex

Example: *SJ 16 0910*

This is a defense against the SH, SV and SF orders. If you are concerned about an enemy using these orders on key sites (such as your Home Office), issue SJ followed by that site's **sector and hex** location. Any attempt to use SH, SV or SF on that site will fail. However, this protection lasts only until your next turn is run. You will have to issue SJ on a given site every turn if you want to provide continuous security.

SJ can be used on any site you own, not just one containing a Starbase (or any base, for that matter). SJ must be used on sites, not any other kind of terrain.

Megabases have Scan Jamming set automatically each turn, providing complete protection against enemy hex, value and fleet scans (but not other scan types). There is no need to use SJ on these very powerful bases!

Scan for Cloaked Ships SC

SC sector hex

Example: *SC 39 0910*

This is a rather useful order that basically lets your Starbase issue the SCAN CLOAK order (see Chapter Six). It is normally used when you don't have a scout of a high enough crew level in the sector you need a scan of.

The parameters to SC are the **sector and hex** location of the Starbase that will be making the scan. If a Starbase is used, you will learn only whether or not cloaked ships are present in the sector (as if the scan were made by a crew-5 ship). If a Warbase makes the scan, you are told a total count of cloaked ships (as a crew-7 ship would). Finally, if a Megabase is used, you learn the exact hexes that contain cloaked ships (but not the quantity in each hex), just like a crew-9 ship!

Bases smaller than a Starbase cannot be employed for purposes of this order.

Scan Extended SX

SX sector

Example: *SX 45*

This is a very useful order which scans an entire sector for ships, as if you had issued a SCAN SHIPS order using a crew-5 ship located somewhere in that sector. Issue SX followed by the **sector** to be scanned (no hex# is required). This is treated as a ship scan of that sector for all purposes, meaning (among other things) that heavy scouts located in that sector will pick the scan up with their passive sensors.

Making an Extended Scan of a sector requires THREE Starbase Order lines to accomplish. If you have only one or two, the order will fail, but those Starbase Order slots will not be used up by the failed order.

You do not have to have a ship or site in the sector you scan, and in fact it can be any sector in the galaxy!

Scan Passive

SP

SP sector hex

Example: *SP 77 1211*

This is a way to defend a site by using passive Starbase sensors to jam attacking enemy fire control systems. You must specify the **sector and hex** location of the Starbase to defend with this order.

While a Starbase is "on passive," its defense factor in combat is increased by 20%. This is cumulative with the benefits provided by a Legendary Weapons Officer and/or a Marine Major if either of these are stationed at the site. Note that passive mode can only be used by true Starbases (600 points of fortifications or more); if the base is knocked below this level (by any means, including battle damage), the passive defense bonus is lost immediately.

If a Starbase is on passive, it will be able to identify the perpetrators of certain scans. Any SH, SV or SF order performed on the site will be detected and you will learn who used them. (Normally you have only a small chance of learning this information, but being on passive guarantees it.) If you are jamming the site as well as protecting it passively, you will not learn of the scan attempt, however. Note that scans issued by ships, as well as SX scans, are not reported by passive Starbase sensors.

The only disadvantage of this order is that the base will not be able to make its normal automatic scan on any turn in which it is in passive mode. (Another base in the same sector might be able to do so instead.) Being on passive does not affect legendary officers, fighters or PFs at the site, nor does it reduce the production of Starbase orders for next turn.

Passive mode lasts only until your next turn is run. You will have to declare it again at that time to provide continuous protection.

Starbase Launch

SL

SL sector hex drone-amount target-hex

Example: *SL 15 0102 100 0504*

This is the Starbase equivalent of the BOMB order issued by ships. The Starbase makes a long-range bombardment attack on another site in the same sector. This is the only attack a base can make!

To use this order, specify first the **sector and hex** location of the Starbase (it must be at least of Starbase level) which will make the attack. Then write the **number of drones** you wish to launch. Finally, put down the **target hex**. There is no need to write down a sector number for the target as it *must* be in the same sector as the Starbase using this order.

The maximum number of drones that can be launched out of any Starbase is equivalent to the number of fighters it can hold - i.e., 1/20th of the base's fortification level. Obviously, you must have enough unallocated drones in your stockpiles in order to be able to launch that many at your target. Note that drones are not assigned to the base in any way, but are drawn directly from your Home Office's stockpiles.

Bombardment strikes from Starbases use many of the same rules as the BOMB order, especially those that relate to the target hex and its defenses. There is no crew level bonus for the Starbase making the launch, although Legendary Weapons Officers do add in their bonus. If the base is a Megabase, there is a 50% bonus to the strike's effectiveness; if a Warbase is used, the bonus is only 25%. Other factors are the same as with BOMB.

No matter how many Starbase orders you have, SL can only be used by a particular Starbase once in any given turn.

Scan Monsters

SM

SM sector hex

Example: *SM 62 0404*

This order helps you locate and identify the ships of the Nasty Space Monsters in a Starbase's sector. Specify the **sector and hex** location of the Starbase which wishes to make the scan. It must be at least a Starbase - smaller bases cannot use this order.

The scan reports the type and location of each monster in the sector, and the prevailing direction each is traveling. Note that only ships of the Nasty Space Monsters (998) Corporation are detected; monsters owned by other players are not shown.

Scan EPs

SE

SE sector hex

Example: *SE 98 1508*

This is one of the most powerful Starbase orders. It reports the base prospecting values of every hex in its sector! To say this would be a wonderful tool in any wild sector would be something of an understatement.

This order must be used at a base of at least Warbase size (standard Starbases won't do the job). You must specify the **sector and hex** of the Warbase making the scan. You will then be told the base prospecting value of every hex in that sector.

EP scans require THREE Starbase order lines to accomplish. If you have only one or two, the order will fail, but those Starbase Order slots will not be used by the failed order.

SE will cost your Corporation 100 EPs to use. If you do not have the money, this order will fail, but again, the Starbase Order slots are not used up.

7.11 Advanced Orders

The orders in this section are fairly complicated and may be difficult to understand if you are reading the rulebook for the first time. We suggest that you skip this section for now and come back after you have played a few turns of the game.

Buy Orders

BO

BO number of orders

Examples: *BO 10*
BO PERM

Normally you are only provided with enough lines to write ten miscellaneous orders on your next turn. It is possible to buy up to ten more by spending economic points, giving you at most 20 extra orders in any turn. Issue BO followed by the number of orders you wish to purchase.

You can not buy extra orders until turn 5 and then you can only buy five orders until turn 10, at which time you can buy 10.

Each order you buy costs 24 EPs. For example, if you issue the order BO 5 (after Turn 5), it will cost you 120 EPs. You can get 10 additional orders for a special package rate of 200 economic points, but not until Turn 10 or later. (Obviously, buying only 8 or 9 orders would not be very cost-effective.)

Orders you purchase will not be available until your next turn. Please do not attempt to write in these orders on the same turn the BO order is issued. Remember, you can only write orders in the lines provided, not anywhere else on your orders sheet!

At some point you will reach a level of income where you will want to have 10 extra orders purchased every turn, and would like to save the order line it takes to write BO in. At this stage of the game you should consider using BO PERM. This variant of the BO order purchases 10 extra orders (as though you had issued BO 10), but also tells the Galactic Council you wish to buy 10 every turn. Beginning with the turn which follows, you will be charged 200 EPs during the Income Phase of every turn, and 10 orders will be bought automatically at that time.

If you later feel that you want to deactivate the BO PERM state, issue BO OFF. The automatic purchasing of orders will cease. You will still have 10 extra orders for your next turn, though, since they will already have been bought.

BO PERM cannot be set to buy fewer than 10 orders.

BO is a somewhat unique order economically. Since you are not actually buying a tangible property but simply the right to use more orders on your next turn, the Galactic Council will allow you to spend more EPs than you have available. In other words, your treasury can go to a negative value when BO is used! Since income is the first thing that will be generated on your next turn, the Council feels you're good for the money.

Sometimes the BO order can look a lot like BD (Buy Drones) if your handwriting is unclear. Please take care when writing these orders.

Request Advertisements

RA

RA race/PRIMARY/ALL

Examples: *RA ALL*
RA F

Each turn, you will be provided with a few ship advertisements that list a random ship's combat stats and current price. Normally, the ads you will see show only ships of your primary race(s) or Council ships - the computer assumes you are not interested in any other race or anyone specific race.

You can change this setting using the RA order. RA can be followed by either a **race**, the word **ALL** or the word **PRIMARY**. It cannot be set it to more than one race simultaneously.

If you specify a race, all random ads you see thereafter will be of that race only. You cannot request ads from a race you cannot normally buy from (Monsters). You may select Civilians if you so desire.

If you use ALL, your ads will not be limited in any way, and you will see ships of any race (but only those you could normally purchase - you will never see ads for Monsters).

If PRIMARY is your choice, you will only see ships of your primary race(s) or Council ships. This is the default setting unless you change it to one of the previous options.

Once RA has been used, the setting you selected remains in effect until changed - for the rest of the game, if necessary.

Listen for Battles

LB

LB sector#

Example: *LB 35*

When one of your neighbors fights a battle which takes place within two sectors of your home sector (including diagonally), there is a 25% chance that you will pick up the battle report in the Heard in Sub-Space section of your next turn results. The LB order can modify this feature of the game.

You will want to use LB if you are interested in the goings-on in a particular sector. Specify the sector to listen in on. This guarantees that you will hear any battle report generated in that sector. Note that it does not have to be within 2 sectors of your home sector for an LB setting to function. This order can only be set to **one sector at a time**.

The down side is this: While LB is set, the chance of hearing about battles in any sector *other than the one you are listening to* is decreased from 25% to 17% (from a 1/4 to a 1/6 chance). This is the only limitation of the LB setting, and it costs nothing to issue. Once set, it remains the same until changed or deactivated.

Issue LB with no parameters to deactivate a previous setting. Do not use LB 0 or the computer will assume you mean sector 00!

Regardless of the setting of LB, you always hear battle reports involving your own ships, no matter what sector they are in!

Set Attack Percentage A%

A% amount

Example: A% 100

When one of your fleets enters a hex containing an enemy force, the computer makes a quick calculation of the total attack factor on your side and the total defense factor on the opposing side. Normally, if your combined AF is less than 90% the DF of the enemy, you will retreat and not engage in battle, returning instead to the hex you came from.

The 90% factor is referred to as your **attack percentage**, and you can modify it if you like. 90% happens to be the default value for this setting. You may change it to any number from 75% to 150% by issuing A% followed by the new **amount**. There is no need to put the percent sign along with this amount.

The attack percentage is a "global" value which is set for your whole Corporation, not for each ship or fleet. If you change your A%, all your ships will follow it thereafter.

Normally, if your attack factor is anywhere from 85% to 115% the defense factor of your opponent, you might have a close battle that could swing either way. If you're cautious, you might prefer not to engage in such battles and you should set your A% higher. If you prefer to live on the edge and take chances, set it lower. In close battles of this type, you can at least be sure you will damage your opponent, even if you don't win the engagement.

The races you play can also modify your choice of A% setting. Hydrans, for example, can generate huge attack factors if filled with fighters, but might have few hit points in their ships. This tends to get them in "over their head," so a wise Hydran player might set his A% to 125% or more. On the other hand, Andromedans have very low attack factors but high staying factors due to their huge shields. Because of this, you might want to set your A% to 75% so they don't "bounce" off ships they might otherwise outlast in battle.

Set Purchase Percentage P%

P% amount

Example: P% 150

As you know, the price of ships can vary widely due to supply and demand and other factors (such as trying to buy one from outside your primary races, or buying more than one of the same type of ship in a given turn). There is a parameter in the PS order which allows you to specify a limit to the price of a ship beyond which you will not pay. However, you must declare such limits with each PS order. The Purchase Percentage provides an alternative.

Set your Purchase Percentage by issuing P% followed by an **amount**. This amount is a value from 90 to 250. There is no need to write a percent sign with this amount.

When a P% has been set, the computer checks the amount you are about to pay for a ship (after adding in all modifications, including cloaks purchased on Orion ships) against the base value. If the resulting ratio is more than your Purchase Percentage value, the purchase will be canceled. For example, let us say you are buying a C-WG, which normally costs 200 EPs, but currently has a cost of 280 due to supply and demand. If your P% is set at 125, the purchase would fail, since 280 is 140% of 200, and 140% exceeds the 125% limit you have defined as your Purchase Percentage. However, if your P% were set at 150, the purchase order would succeed.

If you have a P% set and also specify a max price with a PS order, both limitations apply (one does not override the other).

Like A%, P% is a global setting which remains active until changed or deactivated. To deactivate it entirely, issue P% followed by a zero.

If you want to try buying a ship outside your primary race, you might try this tactic: Set your P% to 120 and attempt to buy the ship several times. Since you can never be sure what the non-primary penalty will be for each purchase attempt (it will range from 1% to 100% of the ship's base cost), this will ensure you do not get the ship unless the non-primary penalty falls below 20%. Then, if you do get one, the additional attempts will almost certainly fail due to the 15% penalty applied to same-ship purchases.

Note that the above tactic works just as well using the maximum price parameter of the PS order.

Reversed Orders RO

RO ON/OFF

Example: RO ON

Normally, your extra orders are processed after ship movements. You can reverse this procedure if desired by turning Reversed Orders ON. Issue RO ON to reverse your orders and RO OFF to set it back to normal.

If orders are reversed, they are processed before ship moves in your turn, right after income is generated. The status of Reversed Orders has no effect on anything else within the game.

When RO is issued, the change does not affect the current turn, but begins with the following turn. This means you will have to plan a change to this status at least a turn in advance. The setting of RO remains in place until you

change it; you do not have to keep issuing RO every turn.

Even if you have Reversed Orders ON, you may not move any ships you buy on a given turn, since you will not have a place to write orders for such ships.

Setting Reversed Orders ON will have several effects you should be aware of. First, you can buy optional items before moves, so ships at bases will have a chance to load up before moving out. You can also construct new bases in hexes containing ships for similar reasons (this is especially important since you cannot fortify a site on the same turn you capture it). Andromedans are also fans of this order since you can build a new Starbase during Orders Phase and then displace to it immediately during Movement Phase.

There are several disadvantages, though, as you may expect. If you build ships at a Warp Gate, and the Warp Gate then moves, your ships will not be in its hex to defend it if it is attacked before your next turn runs. (Of course, if your WG is retreating from an area, this may be acceptable.) Also, prospecting income (normally available when orders are issued) will not be collected until after orders, so you cannot use it until the following turn. Other disadvantages will surely occur to you as you play.

Reversed Moves RM

RM ON/OFF

Example: **RM ON**

This order is very similar to Reversed Orders, but it affects the way your ships move. Normally, faster ships take their extra moves in the later pulses of Movement Phase, causing them to "pull away" from slower ships. However, you can switch this by setting Reversed Moves ON. Issue RM ON to activate this feature and RM OFF to deactivate it. Once set, RM remains at the desired setting until changed.

As an example of the use of RM, consider the trio of ships listed below:

K-C7 "EI"	63-0911	—	—	—	—	none	none
D-MP "EI"	64-0202	—	—	—	—	—	—
C-WG "O"	64-0205	—	—	none	none	none	none

As you can see, the fastest ship (the D-MP) moves during pulses one through five, while the slower K-C7 moves in pulses 1-4 and the C-WG uses pulses 1-2. However, if you switch Reversed Moves ON, these movement order lines will appear as follows:

K-C7 "EI"	63-0911	none	none	—	—	—	—
D-MP "EI"	64-0202	none	—	—	—	—	—
C-WG "O"	64-0205	none	none	none	none	—	—

Notice how the lines for moves have all shifted over to the right-hand side in this example. That's all the more effect this order has! However, this is deceptively simple-looking. Setting Reversed Orders greatly affects the way your fleets come together, separate, and coordinate against targets.

If a ship issues an order that takes the entire turn to use, such as PRSP or SCAN, write the order in the first line provided. (For example, if the C-WG above were to prospect, you would write PRSP in the fifth pulse, the first blank line available.) However, any such order is always processed during pulse 1 of Movement Phase. Therefore, if (for example) you were to use a long-range drone bombardment attack, it would still happen before any combat on pulse 1.

As with Reversed Orders, any change to the status of Reversed Moves will not take effect until the turn after the order is issued.

Setting Reversed Moves ON will help in several situations, such as when a force of several scattered ships are coming together to attack a particular point. If these ships are of different speeds, and RM is OFF, getting them together at the same time will be difficult. RM ON also helps in other situations, such as when using a facilities ship to fill a fleet with optional items before attacking a target.

You will not always want Reversed Moves ON, however. Take a look at what you are planning to do a turn or two down the road and determine if you need to change your RM status. Otherwise, leave it alone.

Declare Yourself a Veteran VT

VT ON/OFF

Example: **VT ON**

This order is used to shorten the length of your turns. Normally, when a new order or feature becomes available during play, it will be described in full - and some descriptions are fairly lengthy. If you are concerned about the length of your turns (for example, if you occasionally have us fax them to you using the Franz Games, LLC fax services), and have been in the game long enough to know how all the orders work, use the VT order.

When you use VT ON, you declare yourself a veteran player and these descriptive notes will be reduced to just a couple of lines of text. VT ON does not have any other effect (you are not penalized in any way for activating it). Use VT OFF if you later decide you want to go back to full- sized descriptions.

If you have played several times before and are familiar with the sequence of events during the game, please use this order. This will help keep your turns smaller, saving paper and the environment. It will also keep your files a little bit smaller and easier to sort through. In addition, your turn might cost us a little bit less to mail, helping us keep our costs (and therefore the price of each turn) as low as possible

7.12 Espionage (for fun and profit)

One often overlooked feature of Star Fleet Warlord is the Espionage order (**ES**), which becomes available in Y170. It is explained on your Y169 turn so you can use it thereafter. There is also a counter-espionage order, **EC**, which appears one year sooner. These orders can be very useful for gaining tidbits of info on your nearby opponents (or denying such data to your enemies).

General Notes on Espionage

Before entering into a discussion of these orders, it's important to understand just what they actually are. **EC**, the counter-espionage order, must be used each turn to be effective. It costs 20% of your current stock value at the time it is issued (so if you have Reversed Orders ON, you can save a little bit of money). Once set, it remains active until your next turn runs, then it is turned off. To be effective, it must be used every turn, costing your Corporation money and a valuable order slot. For this reason, it is not often used, especially later in the game (as it is much more important earlier on).

The **ES** (Espionage) order is directed towards a particular enemy Corporation, and costs some percentage of their stock value to pull off. Information-gathering is automatic unless they have EC active, in which case it fails (and sends a message to the target that you tried to spy on them). If you spy on someone in this way, and it isn't countered, they get a note saying they were spied on between turns, but not by whom (and not what information they learned).

The different facets of the ES order are discussed in more detail below, but in general they are best used early in the game while targets' stock values are low. At a minimum, you can find out the name and address of the owning player so you can send them a letter or call them for diplomatic purposes. You might also surprise them with the "You were spied on between turns" message and get them—your competitors—to waste some money for several following turns on EC orders, which aren't important to you at that point because your espionage has already gone off! Sort of like closing the barn door after the horses have escaped.

On the EC front, if you are really concerned about being spied on (perhaps you know a tough or vindictive opponent is nearby, or maybe you're just paranoid), you should start using it early, as soon as it's available (Y169) and use it for the next three to five turns until you can no longer justify wasting an order slot on it. Besides which, at this point during the mid game it isn't that important if people learn a little bit of info about you with an ES order. If they wanted data on you, they will have already spied on you before now (and failed) and thus probably won't try again.

Note that in Historical Games, the ES and EC orders become doubly important. Your opponents know where you are, and would love to know a lot more info about you if they can get it (such as your Home Office's position). EC is much more important in this case and should probably be used more often.

Espionage Information Levels

The ES order can be used to learn 12 different types of information at a cost equal to a percentage of the target's current stock. A discussion of each of these follows.

1 - (20%) Tells the target's player name, address, and phone number (if activated), plus any personal information he may have listed. This is a cheap and effective way to learn the names of the players around you in Y170 without actually having to meet them first. The diplomacy which follows can be far more valuable than the pittance you spent to get the contact data. Besides which, you can probably tell the player that you spied on him to gain this info and they're unlikely to have too much of a problem with that.

2 - (20%) Tells some basic info about the Corp, such as their current EP levels, what's in their optional item stockpiles, and their stock value. This information is not particularly useful, although if you're planning an attack on someone you might want to see if they have any spare EPs laying around which they could use to build a huge defense fleet in a single turn.

3 - (20%) Reports the target's average income and the number of sectors they own. You can probably get a good idea of their income by watching the Best Corps Lists, but watching an opponent's sector count can give you advance warning if they are approaching game-winning levels. Some players, knowing they are listed on the "approaching victory" list if they cross the 4-sector limit, will hold at 3 sectors until they are just about ready to make their move. You can keep an eye out for these players if they appear high on the Income List but don't show up on the Most Sites or the "approaching victory" lists.

4 - (20%) Shows the exact sectors owned by a player. There are many cases (particularly in Historical Games) where this could be useful. You might want to disrupt a powerful opponent's drive for victory and need to find a sector to attack in, for example. In a Historical variant, you can see how your opponents chose to distribute their sectors between players (e.g., sector 40 can be given to either the Kzintis or Northern Feds) and get an idea of which Corp will be an income powerhouse. This can clue you in on the opposing team's long-term plans.

5 - (20%) Shows the types of ships owned. Some races fight other races well, and it might be nice to know what races your opponent is using. This ES code will break them down by type (and incidentally tell you exactly how many ships the target has). It can be quite helpful in discovering if you should be worried about cloaked Romulan attacks, for example.

6 - (20%) Lists the Corps the target is defending against or allied with. This is helpful in two ways, telling you simultaneously if your opponent is worried about you (he'll be defending against you if he is) or if he is honoring an agreement (and has allied with you). A player defending against you, or not allied when he said he would be, is probably considering you his primary target, and you should be worried.

7 - (40%) Shows the sequence number of the target Corp. This is very useful in determining when that player's turn runs in relation to yours.

8 - (40%) Shows the location of the target's Home Office. This is the most often used espionage code, especially in Historical Games. It's normally used when planning assaults, especially when the target's map has not yet been acquired (although, if there is more than one HO possibility, it can pick out the true one for you). Some players even go so far as to use Scan Hex (SH) orders to find a clear path into a sector all the way to the Home Office, making an assault without ever having to scan the sector!

9 - (40%) Breaks down the number of sites owned (by sector). This is something of an improved #4, and is normally used to find out which sectors a particular person is active in. It can help spot players who are trying to "sneak up" on a victory by maneuvering into a position to capture several sectors in a single turn—such players will have 6 or 7 sites in multiple sectors without actually owning the full bonus (and thus staying off the Best Corps lists).

10 - (150%) This one shows the precise location of every site owned by a Corporation. It's quite helpful for information purposes, primarily because it lets you position ships across borders to make runs for sites before you have the required sector maps. Another excellent use for this is on dead Corps (note that their stock is considered to be 25 for purposes of this order) so you can pick and choose among the leavings of their former Empire.

11 - (75%) This combines the first six ES codes above. The amount of information gained (and the diversity of data) is well worth the price. In addition, you can use it early in the game against nearby players to get an idea of the level of competition you're facing (and you can then tell them you spied on them just to get level 1 information—they won't know any different).

12 - (20%) This one appears in Y174, not Y170 with the rest of the ES order codes. When you use it, you get a display of the target Corp's exact rankings in Income, Power, Ships, and Fortifications. While the top Corps usually appear in the basic lists you receive each turn after this point, medium- and low-level ones generally don't. If you know in advance how powerful a particular enemy is before diplomacy begins, you know whether to bargain with them from a position of strength, equality, or weakness. Just keep in mind that the listed values are as of the end of the previous turn, not the current ones, and might change in the interim.

7.14 SECTOR SPECIALS

Sector Specials are found on at most one major site in any wild sector (there is a 33% chance that any given wild sector will have one). In almost all cases, this will be the sector's pirate base. You cannot tell such a site by looking at the map, but an SH order will report one (if it isn't jammed), and a SCAN SITES order, when available, will also report it (regardless of jamming). Also, if someone uses Espionage on you, they can learn the number of Specials you own by using code #9 and their locations by using code #10.

The Sector Special will provide a benefit to whoever owns the site. Some of these benefits operate all the time, while others provide their benefit only during specific phases of the turn. For example, if your Sector Special gives you a bonus during the Income Phase, it should be obvious you won't get its effect until the turn after you capture it, due to the Sequence of Play.

When you capture a Sector Special for the first time, you will be told all about it and how you should make use of it. Keep in mind that Sector Specials will likely be big targets once their presence is known to an opponent, so guard them well and don't be surprised if they get captured and you lose the use of their powers. Note: Monsters and pirates treat Specials as they would any other site.

Sector Specials are not cumulative with others of the exact same type; e.g., if you own two of the Fortification Hardeners, you would still get only a 10% bonus. You can consider the extra one to be "insurance."

Some, but not all, of the Specials known to exist are listed in **Appendix P**.

Chapter Eight

Combat

8.1 Combat Terminology

Combat takes place when one Corporation moves one or more ships into a hex containing either a ship or site (or both) owned by a different Corporation. Combat does not happen under any other circumstances than these.

This chapter of the rule book is devoted to explaining the details of how combat takes place, and includes a rather complicated example of what goes on during a battle. If you are reading this rule book for the first time, you may find this level of detail too complicated to grasp right away. Look over this section if you wish, but don't be concerned if you don't comprehend everything immediately.

There are a few terms that need to be defined before we can move on with any discussion of combat. These are listed below.

Fleet: One or more ships which are located in the same hex. Fleets may contain any number of ships of any variety of races. However, a fleet may contain only the ships of one Corporation. It is not possible for two Corporations to occupy the same hex at once.

Attacker: The fleet which moves into a hex and initiates combat.

Defender: The fleet or site which is currently being attacked.

Base Attack (or Defense) Factor: The base attack or defense factor of a ship, not including any bonuses or penalties from enhancements (such as crew or officers) or damage. Note that upgrades, 15-turn ship improvements, and battle or defense missions directly modify a ship's base values; these are not considered "bonuses" for purposes of the above rule.

Modified Attack (or Defense) Factor: This refers to a ship's attack or defense factor after summing all bonuses and penalties and applying them to the base factor. For example, assume you have a ship with a base defense factor of 40 which has a crew of 5 and a Legendary Weapons Officer. These enhancements provide +20% from the crew and +25% from the officer, for a total bonus of 45%. The modified AF of the ship would therefore be 40+45% or 58. Fractions are rounded up if equal to 0.5 or more; otherwise, they are dropped. Note that all the bonuses and penalties are summed before multiplying against the base factor.

Damage Level: This refers to the current damage status of a given ship. If the ship is lightly damaged, its AF and DF are reduced by 33%. At medium damage the penalty is 40%, at heavy damage it is 50%, and crippling damage reduces it by 67%.

Fortification DF: The defense factor of fortifications is equal to one-fourth their level. For example, a 600-point Starbase has a DF of 150. However, it still has 600 hit points.

Bounce: This is a slang term which refers to an attacking fleet which decides the enemy is too strong and retreats without engaging in battle.

Battle Report: The report generated that tells those involved what happened during a battle (or that the attacker bounced).

Bounty: The bonus scored if the attacker kills one or more Nasty Space Monsters. This bonus is not awarded if the monster is on the attack, or if the monster is of any Corporation other than the Nasty Space Monsters (998).

8.2 Initiating Combat

When a fleet enters a hex with another Corporation's fleet or a site owned by another Corp, a battle may be initiated.

Before the fighting starts, the computer first checks to see if the attacker is allied with the defender. (See the AC order in Chapter Seven for more details on allying.) If this is the case, no battle occurs and the attacker immediately retreats. No battle report is generated. The attacker is not told what the defenses were that he retreated from; the defender is not told that the attacker was even there.

After this check, the computer sums up the modified combat factors for each side and compares them against the attacker's Attack Percentage. (This value defaults to 90% but can be changed using the A% order described in Chapter Seven.) Note that the current status of shields does not enter into play for this calculation! Also, decoys in the defending fleet count as having a DF of 25 for this purpose only, even though their DF is actually 0.

If the attacking fleet has a combined AF greater than or equal to the A% value, the attack goes through; otherwise, the attacker decides not to risk it and "bounces" back to the hex where he came from.

When a fleet retreats, each ship goes back to the previous hex it was in. (Keep this in mind if ships come from different locations.) However, it may continue moving if you have written additional moves for it for later pulses. Of course, such moves are likely to be illegal, but not necessarily. See Chapter Six for a more detailed discussion of how this might be used to your advantage.

Once a battle has started, neither side may retreat until one side or the other is destroyed! Note also that the

defender is never given a choice of retreating before a battle begins (only the attacker has this much initiative). The defender must fight or die - and very often does both!

8.3 Combat Sequence

A battle is conducted in a series of combat rounds. During each round, the attacking side and defending side will do damage to each other using the procedure outlined below. It is important to note that there is no "initiative" for either side, so damage occurs more or less simultaneously.

Before each round, the computer sums the modified attack factors of each attacking ship into a Combined Attack Factor (CAF). It does the same for the defending ships, creating a Combined Defense Factor (CDF). Fortifications also add their DF into the CDF. The minimum CAF or CDF is 1, even for a totally undefended site with no fortifications.

Once the CAF and CDF have been calculated, the computer divides each by the number of ships on the opposing side. This is the maximum amount of damage each of those ships is subject to in that round of battle. For example, if the attacker had a CAF of 200 and there were 5 defending ships, each could take a maximum of 40 points of damage. Note that this is regardless of the size or status of these ships. Obviously, frigates and police cutters will be the first ships to die in most cases!

Note that decoys provide a DF of zero at this stage of a battle. The primary use of decoys is only during the initial fleet strength assessment (see the preceding paragraph). Since they have no hit points or shields, decoys will be destroyed in the first round of combat, but still act as a "divider" of the first round's CAF.

Fortifications are treated as one ship on the defending side, even if they have only the minimum amount of fortifications (10 points). Once they are knocked below 1 point, they no longer count as a ship in future combat rounds.

When applying damage to each individual ship, the maximum damage is broken up into a number of 10-sided dice plus one smaller die for any remainder. For example, if a ship could take 35 points of damage in a round, the computer would roll three 10-sided dice and one 5-sided die. If the rolls happened to be 7, 8, 2 and 5 on these dice, the ship would take 22 damage in that combat round.

Damage comes off a ship's shields first, until shields are completely gone. Any additional damage is then applied to hit points until hit points fall below zero, at which point the ship is destroyed. Extra damage is lost as "overkill."

If the ship has PFs aboard, and it takes enough damage in one volley to knock it to at least the heavily damaged level, one PF will be destroyed and 6 points will be subtracted from the volley. This is done as often as necessary or until all PFs are gone. An MRS shuttle acts in a similar way but absorbs only 4 points, and has precedence over PFs.

Damage to fortifications is similar, but fortifications do not have shields. Instead, any damage comes directly off their current level. For example, if a 300-point Battle Station takes a volley of 60 points of damage, it is reduced to a 240-point Base Station. Its DF while at 300 was 75; its new DF would be 60.

If a base is reduced below 200 points, it is considered "damaged." This does not affect its combat abilities, but its scans will be less effective (see Chapter Seven under the description of the FS order), assuming it survives the battle.

If a site loses fortifications and can no longer support all the fighters and/or PFs at its garrison, those in excess of its capacity are considered destroyed. For example, if a 300-point BATS is holding its maximum of 15 fighters and 6 PFs, and it took 75 points of damage, it would be reduced to a 225-point BS which could only support 11 fighters and 4 PFs. Four fighters and 2 PFs would be lost. Note that PFs do not absorb damage when stationed at bases as they do when placed on a ship.

After each round of battle, the computer checks to see if one side or the other was totally wiped out. If so, the battle ends; if not, it continues until one of these conditions is met. Victory is awarded to the side which still has ships and/or fortifications remaining. It is possible for neither side to have any survivors-if this happened at a site, the site would remain under the control of the defending player.

After the end of the last round of combat, a battle report is generated. The attacker sees this report on his current turn; the defender sees it on his next turn. Anyone who is listening for battles in that sector (see the LB order in Chapter Seven) will also hear the battle report. Anyone else whose Home Office is within two sectors of the battle has a 25% chance of hearing it.

If the attacker wins, he takes control of the site in the hex (if any). Bounties for killing monsters are awarded at this point (and are available for use immediately), Ships which survived may also have a crew increase (see Chapter Four) due to battle experience. Following this, the surviving ships will continue with their next moves as plotted. They may engage in other battles later in the turn.

It is not possible to capture ships in STAR FLEET WARLORD, even if you severely overwhelm your opponent. This ability would only tend to favor the stronger players, even if its occurrences were completely random.

8.4 Integrated Example of Combat

What follows is a sample of a battle you might see in a game of STAR FLEET WARLORD. WARNING: This is a rather complicated example, including as many of the features of combat we could squeeze into this space. If you don't understand everything you read now, try checking it out again after you've participated in a few battles. Everything should then become clear.

The Attacking Fleet

Let's say Corp #1 attacks Corp #99's site by sending in three ships, a F-CVS (strike carrier), a F-CMC (commando carrier), and an O-CVL (light carrier) which is in the "P" (PF Tender) mission. All three ships are fully loaded with optional items. The total attack factor of these ships would be calculated as follows.

F-CVS: AF of the ship is 40; it has a crew of 4 (+10%) making its modified attack factor 44. (Note that this bonus does not apply to optional items carried, such as fighters, but only to the base AF.) There are also 12 fighters which would normally have an AF of 4 each but have 5s because they are on a strike carrier (K-variant) ship. This gives the squadron a total of $(12 \times 5) = 60$. The ship also has 4 T-bombs for 12 more points and a grand total of 116.

F-CMC: The ship has a basic AF of 28, but also happens to have a crew level of 6 (+30%) and is a troop transport attacking a site (+25%) for a total percentage bonus of +55%, making the modified AF 43.4 which rounds down to 43. (Note how these percentages are summed before the multiplication is made.) It also has 4 T-bombs (12 points) and 8 commandos (16 more points), the latter of which will score an extra 2-5 damage each on the fortifications during the first round of combat (but this is not included in the initial CAF calculation). The total AF of this ship is 71.

O-CVL: Has an AF of 36 (normally it is 46, but the ship has switched from Battle to PF Tender mission and lost 10 AF points in doing so) and an average crew of 3 (no bonus), but there is a Legendary Weapons Officer aboard (+25%) bringing the AF to 45. There are 8 fighters (32 points), 6 PFs (90 points), 4 T-bombs (12 points) and 16 drones (16 points) for a total of 195(!!).

This brings the fleet attack strength up to a final combined attack factor (CAF) of $(116+71+195)=382$. Pretty good for a mere three ships!

The Defending Fleet

Now let us move on to the defending side. The defenders are in an asteroid field and have a Base Station in place which has 200 fortifications, a Legendary Weapons Officer, and 10 fighters in its garrison. In addition, there is a monitor (C-MON) and three Tholian PCs stationed at the site. The DF of this fleet is calculated as follows.

Base: First, the site itself has a base DF of 50 (one-fourth of 200), plus a Weapons Officer which increases this by 20%, and it is located in asteroids (+10%) for a total bonus of +30% or 15. Add to this the fighters (40 points) for a subtotal of 105.

C-MON: The monitor has a base DF of 40, no optional items and an average crew. It is in the Defense mission (the default). As explained in Chapter Four, this mission provides a 25% aegis bonus when defending a site, if the battle occurs in Y175 or later. Since PFs are in use (which do not become available until Y180), this obviously must be the case. Add to this the 10% asteroid field defense bonus for a total bonus of 35% or + 14, yielding 54 for this ship.

T-PCs: The Tholian PCs have a base DF of 18, but since they are Tholians guarding asteroids, they gain a special bonus of +25% (see page 18), giving them a DF of 22.5, which rounds up to 23 apiece (note that each ship is totaled separately). These ships have no other special bonuses or items.

This makes the grand total $(105+54+23+23+23)=228$ which now must defend them against an AF of 382. Take note of the fact that AF is used only for the attacking fleet and the DF is used for the defenders. The AF of the defending fleet will not be used in this battle.

Before the Battle

The first thing the computer does is calculate the attack and defense factors as you've seen above. (Aren't you glad the computer does all of this for you?) Then it compares them to see if the attacker wants to risk an engagement or retreat. In this case the attacking Corp #1 has left his attack percentage at the default of 90%. Since he has a relative percentage in this fight of $(382/228)=168\%$, which is higher than 90%, this is judged to be more than enough to allow the attack to commence, which it does.

Round One

The battle begins with Corp #1's fire being divided out evenly over the 5 defenders (base, monitor, and the three PCs). $382/5$ rounds to a maximum of 76 points per volley. The program will roll seven 10-sided dice (one die for each 10 points of AF available) and one 6-sided die (for the remainder) against each defender. This makes the volleys as average as possible, spreading it over a standard bell curve as you might expect. (This means larger battles will tend to have more average results because of the curve.)

The first random roll results in 32 points of damage to the fortifications. Now the commandos from the CMC kick in, doing 2-5 apiece for a total of 28 damage, a grand total of 60. The base drops to 140 points of fortifications. Because this can only support 7 fighters (one per 20), three of the defending 10 fighters are destroyed.

The next volley hits the monitor for 44 points, doing light damage. (A monitor has 42 points of shields, so 2 points get through. It has 36 hit points to start with, so this brings it down to 34.)

The next volley is 22 points to one T-PC, scoring light damage. The fourth volley causes 50 points of damage to

the second T-PC, destroying it. The final volley does 34 points and cripples the last PC.

Now the defenders fire using their 228 points (note that it is not reduced by losses until the start of the next combat round-there is no "initiative," so everything is basically simultaneous). This is divided over only three ships, for a potential of 76 per attacker! (Obviously, Corp #1 has packed too much firepower into three ships. He would be better off with just one carrier and several additional ships to further divide fire.)

The first ship, the CVS, takes only 25 damage (a miserably low roll) and takes no internals.

The CMC takes 51 damage and is crippled-which destroys ALL of its optional items immediately and automatically, but does not affect the ship's other inherent bonuses (crew, officers, and so on).

The O-CVL takes a whopping 58 damage, which would cripple it if not for the six PFs it carries. (The O-CVL has an SF of 24 and 36 HP.) Since 58 damage was enough to at least heavily damage the ship, one PF is destroyed and the volley is reduced by 6. The remaining 52 would still at least do heavy damage, so the volley is reduced again to 46 and another PF is destroyed. This leaves the ship with no shields and 14 points of internals, enough for medium damage. During this volley, one T-bomb, two fighters and three drones are destroyed, and the ship also used up one drone as standard attrition.

Round Two

Now the second round of combat begins. (The attacker is now engaged, and has no chance to retreat once the battle has commenced.) The program recalculates the attack and defense factors once more for each combatant. On the attacking side, the F-CVS has no damage and has lost nothing, so its AF is still 116. The F-CMC has been crippled, so its AF has a -67% penalty, plus 55% in bonuses, for a penalty of -12% against the base 28 AF, yielding 25 after rounding. The O-CVL has medium damage, for a -40% penalty that is partially offset by the Weapons Officer's +25% bonus, for a net of -15% and a modified AF of 31. Add to this the remaining 4 PFs (60), 3 TBs (9), 6 fighters (24) and 12 drones (12) for a total of 136. This sums to a combined attack factor of 277.

The defenders, on the other hand, still have 140 fortifications ($140/4=35$ DF plus the 30% in bonuses (+10.5) rounding up to 46), and the 7 fighters (28 points), yielding 74 defense points. The monitor has light damage (-33% penalty plus 35% in bonuses) and a modified 41 DF. Of the two surviving T-PCs, one is lightly damaged (new DF 17) and the other is crippled (new DF 11) for a total of 143.

The attackers now fire again. Their 277 points is divided into 4 volleys of up to 69 each. These cause, in order, a very low 25 to the base (knocking it to 115 and killing two more fighters), an even lower 20 to the monitor (heavily damaging it), and 41 and 48 to the T-PCs respectively, destroying both of them.

The defender's fire is resolved at the same time, dividing their 143 points into three volleys of up to 48 each. They score an awesome 45 damage to the F-CVS (it can take 2 more on the shields and has 52 hit points, so it is crippled with 9 hit points remaining) and 25 on the crippled F-CMC, which is instantly annihilated. The O-CVL takes 16 damage, but since it can take no more than 2 more points before being heavily damaged, all 16 points are absorbed by PFs, leaving one PF alive on the ship. The volley also destroys another T-bomb, three more fighters, and four more heavy drones (note that these are not protected by the PFs), plus one TB and one more drone are used up through attrition.

Round Three

Again, the computer recalculates the two sides' combat factors. The attacker's crippled F-CVS has lost all optional items, and has a -67% penalty due to damage, +10% for crew level for a modified AF of 17. The F-CMC is destroyed and contributes nothing. The O-CVL has a modified AF of 31 (the same as the preceding round) plus 1 PF (15); 1 TB (3), 3 fighters (12) and 7 drones (7) totaling 68. The CAF of the fleet is now 85.

The defenders still have a base (115 fortifications are worth 29 DF plus 30% in bonuses for a total of 38) and a heavily damaged monitor (40 DF with a -50% damage penalty and +35% in bonuses for a modified DF of 34) for a CDF of 72.

The attackers can do up to 43 damage against each of two units (one ship and the base). Against the C-MON they score 21, destroying the ship. The base takes another 30 damage, reducing the fortifications to 85 and leaving it with only 4 fighters.

The defenders are also shooting at two ships and can do at most 36 damage to each. The F-CVS takes 14 damage and is destroyed. The O-CVL takes a whopping 29 damage (abnormally high, but it suffices to end this example), 6 of which kills the last PF and the remaining 23 of which are just barely enough to kill it.

Afterword

The battle is over, and the defenders have won! The only thing they have left is a damaged base with 85 fortifications, 4 fighters and a Weapons Officer.

Now, this was a very complicated example of combat, but it illustrated the basic features of the combat generator. Take care to note the way damage is divided out among your opponent's units, the way optional items are destroyed in battle, the manner in which bonuses and penalties are summed before applying them to the base combat factor of a ship, the fact that T-bombs and drones can be lost during battle through attrition, and the phenomenal damage absorption ability of PFs. Other, more subtle features can be noticed if you read carefully.

Chapter Nine

Administrative Details

9.1 The Thrill of Victory...

A lot has been said up until now about how the game is played, but not a lot about how it is won. Knowing the conditions for victory would be rather useful, don't you think?

You can win the game in either of two ways: taking control of **8 entire sectors** or controlling a grand total of **90+ major sites** (remember, minor sites do not count for this purpose). When you have done either of these things, you win at the end of that complete turn (players whose turns run after yours still have a chance to stop you). In the unlikely event of a tie, 8 sectors beats 90 sites, and the exact number of sites owned at the end of the turn forms the final tiebreaker. Victory conditions can vary for different games of STAR FLEET WARLORD.

If you win, you can play your next game of STAR FLEET WARLORD for free!

9.2 ...and the Agony of Defeat

There can be only one winner of a game of SFW. (Of course, if you have fun playing, you've essentially won!) You lose if the game ends and you were not the one who accomplished the objectives explained in the preceding section. However, it is quite possible to be knocked out of the game well before this happens.

If your Home Office is conquered in battle by an enemy Corporation, you have lost! You can still run one final turn in a last-ditch attempt to restore control to your HO, but if you fail, it's over. You're fired!

The ability to run one more turn after losing your Home Office is rather confusing. Many players assume that after they're notified that their HO has been conquered, they are entitled to another turn. This is not the case. The turn in which you read the report of your HO's takeover is the last turn you will run! This means that in many cases you will not even be aware that you have been destroyed until you read about it-and by then, it's too late! Of course, seeing a 30-ship fleet in your home sector, 4 hexes from your HO, might be a clue you're about to die....

If your Corp does indeed perish, all your ships and sites will remain where they are - but you can't control them. In fact, they will sit there, waiting for orders that will never come, unless someone else attacks them later on. (They do not become computer-controlled, and cannot be captured or bought by other players.)

Another way for a player to lose the game is to simply drop out. This is often done for personal reasons or because you feel your Corporation has no chance of surviving a coming invasion. If you do decide to drop out, please let Franz Games, LLC know of your decision so we can replace you with a standby player (if possible). We keep an eye on games and watch for power vacuums created by several dropouts near each other, and try to act to close these voids when we can.

If you would like more information on taking over a dropped-out position, let us know.

Positions given to standby players are always those formerly controlled by other players, not computerized positions. Also, we will not give you a position we do not feel is viable. For this reason, standby positions are usually not awarded after Y170 in any game.

9.3 Individualized Turn Processing

An important detail you need to be aware of is that when your Corporation's turn is running, every other Corp is idle. Their ships and personnel are awaiting orders from their headquarters, while yours are executing the orders you have given them. If your ships run into another Corp, you will be the attacker and they will be on the defensive. Conversely, when another Corp's turn is running, your forces will be idle and you will be on the defending side if he attacks you.

This is in contrast to some other types of play-by-mail games where everyone's turn is processed at the same time, and everyone's units move simultaneously. Under such a system, it might be possible for fleets owned by several different players to arrive in the same hex at the same time, a situation which can never happen in STAR FLEET WARLORD. Since only one Corporation can occupy a given hex at anyone time, and only one Corp can be running a turn at any given moment, it is not possible for a battle to involve more than two Corporations.

An example of how SFW's system might impact you is as follows. Let's say on your Y171 turn you receive a ship scan report that shows a ship in hex 0101 of your home sector. This is, in all likelihood, a scout sent across the border by a nearby opponent, and it will try to scan your sector to get a map of it (perhaps as a prelude to invasion). You would like, if possible, to kill the scout before it can get this scan off. However, once you have seen the scout on your scanning report, it's too late! Here's why:

Since turns run one at a time, each player running turns separately from others, the player owning the scout must have moved it into your sector during a turn that ran before yours did. Next, your turn ran and you saw the scout on your scanning report. Now, your opponent is going to run another turn before you will! Obviously, he will get to make his scan - assuming that is why he is there, of course.

What this means is that when you look at any ship scan report, you are seeing "ghost images" of enemy ships which will, in all likelihood, have moved away from those positions by the time your next turn is processed. Trying to predict these movements, using educated guesses and your own sense of strategy to outguess and outmaneuver your opponent, is half the fun of STAR FLEET WARLORD!

9.4 Sequence of Play

STAR FLEET WARLORD turns are run in several phases, and the order in which these occur is very important. This order is known as the **sequence of play**.

As you read this section, take out the sample turn provided with these rules. You can follow along as you read it to see how this sequence is played out. An extract of the Sequence of Play is provided in Appendix A.

1. Income Phase

This is where your income is calculated and added to your treasury. See Chapter Two for more on this procedure.

Basically, the value of all your sites is summed and added to your current treasury. Sites which are devastated or which have been recently raided do not provide income. If you have activated BO PERM so that you will automatically buy 10 extra orders every turn, 200 EPs are subtracted during this phase.

Income from prospecting does not come into your treasury until the movement phase (below).

2. Ship Movement Phase

At the start of this phase, ship shields are brought back to full levels. Legendary Engineers make their automatic ship repairs at this point, too.

The Movement Phase is made up of several steps known as pulses. There are six of these pulses, one for each hex a ship of speed 6 might move during the turn. (Slower ships will not be able to move in every pulse. See Chapter Six. Also note that Reversed Moves can modify the manner in which ship moves are processed.)

During each pulse, certain actions take place as listed below:

1. *Movement*. Ships make their moves and issue their orders. Movement and orders are issued in sequence, oldest ships first. (Andromedan satellite ships linked to a mothership are not actually moved until step 2 below.) As each ship moves, terrain takes its effect-ships which are destroyed by terrain effects are removed from play immediately.

2. *Link resolutions*. Andromedan satellites linked to a mothership are moved to the location of said mothership, wherever it might have gone during step 1. If it was destroyed, the satellites are destroyed as well.

3. *Combat*. Battles (if any) are resolved. If a battle is won, the enemy ships are removed and your ships occupy the hex. If you lose, your ships are destroyed. If you choose not to attack, your ships retreat to the hex they were previously in. Note that this retreat takes place **after** terrain effects!

4. *Resupply*. Ships in the same hex as a base will automatically pick up optional items (fighters, PFs, drones, repair points, etc.) out of your stockpiles. There is no special order required to take care of this; your captains do it automatically. If several ships are eligible to make a pickup at the same time, they do so in "age" order (oldest ship first). Each ship takes what it can, then the next does the same, and so on.

After one pulse is over, the next one occurs until all six pulses are complete.

Orders which take the entire turn (prospecting, scanning, bombardment, and so forth) are resolved during pulse 1 regardless of the speed of the ship.

If you are planning on using the results of special actions later in the same pulse (e.g., spending prospecting income on training or repairs), keep in mind the above sequence of events - especially the fact that older ships make their moves first in each pulse. Therefore, a ship could use prospecting income on the same pulse it is earned (pulse 1), but only if the prospecting ship is older.

Remember that the steps listed above are separate from each other. For example, if you are planning to use a fleet to attack a site you are also bombarding with drones, you can send in the fleet even on pulse 1 and it will arrive after the bombardment occurs! This is because ship moves and orders are handled in step 1 of each pulse (as explained above), but combat is not resolved until step 3, when all such actions have already been completed.

3. Miscellaneous Orders Phase

During this phase, your miscellaneous orders (plus any Starbase Orders, if available) are issued. Take note of the fact that this occurs after all movement is complete. However, if Reversed Orders is ON, this phase occurs before the Movement Phase.

Each order is processed in sequence, one at a time. The results of one order might affect a later order. For example, if you attempt to buy fighters during order #1, and then assign them to a site during order #2, order #2 will fail if your buy order fails.

It is impossible to spend more money than you have, so don't worry about going into debt (unless you request a loan, of course). Buying additional extra orders is an exception to this.

4. Random Event Phase

A random event will occur roughly once every other turn. This is an effect you cannot fully control, but fortunately most of them are good things. Events range from the simple (gaining or losing a few optional items) to the complex (special orders you cannot use any other time). There are over 200 different events in the game!

Since random events occur this late in your turn, they cannot affect any moves or orders you wrote for this turn, although they may (and often do) have an effect on next turn's activities.

Your random events will affect only your Corporation, not anyone else. Of course, it might be possible to use an item or ability against another player, but only indirectly.

5. Post-Turn Status Phase

During this phase you receive a report of your treasury at the end of the turn, how many unassigned optional items and officers you have, and other details.

Ships at bases will make one final attempt to pick up optional items at the start of this phase. This allows them one last chance to pick up items you bought using miscellaneous orders.

New legendary officers and Prime Teams become available during this phase. Since they arrive so late, they cannot be used on the turn they are earned.

6. Announcement Phase

At this time you'll see announcements of new orders that become available in the upcoming turns, as well as suggestions on game play and other hints.

A stock list of the top 20 Corporations will be printed at this time. Remember that stock is a general indicator of how well each Corp is doing so far, so keep an eye on the ones near the top of the list. After Y171, a few more lists of other categories, such as Highest Income and Most Ships, will be presented. For more information on stock, see the next section.

During this phase you will see a few random ship advertisements. You can help define which races you wish to see ads from by using the RA miscellaneous order (Chapter Seven), but otherwise these ads will be for ships selected from your list of primary races.

Finally, at the end of this phase you will see a "Heard in Sub-Space" section. It is here that you can see any messages or battle reports you are entitled to read. Messages and reports are listed in the order they were created, except for messages from Franz Games, LLC (preceded by a "GM>" tag), which always appear first.

7. The Orders Sheet

At the end of your turn, an orders sheet will be printed. This is what you write your orders on and send back to us to be processed. It also shows the current position and status of all your ships.

Please use this form or a clear photocopy to submit your orders back to us. If you must make your own facsimile, such as when using a computer fax/modem to submit a turn to us (see Fax Services in the House Rules sheet provided with these rules), be sure it includes all the relevant header information from the orders sheet (Corp# and name, turn and game number, and day cycle). List each ship, including their race, class, number, name and moves, in the order shown. Additional ship details, such as the crew level, number of fighters carried, etc., need not be provided.

We reserve the right to reject any turn not sent in using the orders sheet we provide, if it does not meet the above criteria or is unusually messy (such as handwritten versions). If possible, please use the original orders sheet!

9.5 More on Stock

The stock value of your Corporation will go up as you build up your "empire" within the game. In this context, empire refers to your Corp's holdings, such as sites and bases (but not ships). Capturing sites and building bases will therefore improve your stock value, but earning income from prospecting and raiding does not.

Your stock can also be modified by the results of battles. If you win a battle, you can earn stock points (especially if you conquer the Home Office of another Corporation). On the other hand, if you lose (or many of your ships are lost during a large battle), your stock may go *down*.

Note that we aren't going to reveal the exact formula used to determine stock increases and decreases. You will have to learn these by observing how much your stock fluctuates each turn.

Each turn starting in Y170, the Galactic Council will give out an economic bonus to the Corporation who had the highest stock improvement during the previous turn. (If you think you had the highest improvement on your turn, wait until next turn to find out.) This "improvement" is based on a percentage increase - for example, a Corp with a stock of 50 who raised it to 75 had a 50% increase, so this would beat an increase of 150 to 200 (which is only a 33% improvement).

9.6 Order Cycles

STAR FLEET WARLORD operates on the **order cycle** concept. All Corporations will be assigned a place in a turn processing cycle at the start of the game. This determines in what order your Corp's turns will be run compared to everyone else.

Each turn is a two-week cycle. The turn due date can be any day of the week though it will usually be a Saturday

or Sunday. Your results sheet will show the start date of the next turn, and the date on which your turn will be run. Simply make sure your turn is here by that date and you'll be on time and on schedule.

Why does it work this way? Because otherwise people early in the cycle could give intelligence to people later in the cycle about the intervening players.

You are expected to send in your turns on time. Turns are will be processed on the date shown on your turn, (assuming we received it on time) and E-mailed the next day. If your turn is not received before the date I will send out a reminder. If it several days then your turn will be waived. You **will** get your income for that turn, however, and the turn does not cost a turn credit. This is known as a **waived turn**. If you have more than two turns waived in a row, we reserve the right to replace you with someone willing to chair your Corporation.

Note: Having a turn waived is not the kiss of death, since you still received income. Just don't let it happen too often!

9.7 The Next Turn Generator

Most games operate on two-week cycles, although some use one- or three-week rotations (ask for details). During each two-week cycle, there is a "turn processing week" and an "off week." Even-numbered games run opposite odd-numbered games in this regard.

A "processing week" is the first week of a given game cycle. During this week, day cycles 0 through 6 run turns on the appropriate days. The "off week" is all of the following week, when no day cycles are scheduled, but late and make-up turns are often taken care of.

At the end of the off week, usually on Saturday after all late turns have been run, we run a program called the Next Turn Generator, or NTG. The NTG is responsible for things like waiving turns which have fallen too far behind, changing the price of ships due to supply and demand, calculating the top Corporations in various categories for statistical purposes, checking to see if the victory conditions for the game have been met, and so on. It is at this time that the Nasty Space Monsters, wild sector pirates, and non-player Corporations move (in that order).

If you are concerned about getting a turn to us before it will be waived, there is a date on your results printout which tells you the last day you can get the turn to us before this occurs. Not so coincidentally, this is always the day before the next NTG is scheduled to run. Be sure your turn is here before that day, because once the NTG moves the game on to the next turn, your turn will be waived and lost.

9.8 Custom Games and Historical Games

We offer customized games if you have a small group who'd like to play against each other. There is no extra cost or fee, unless you want the game to be radically changed. Custom games must have a minimum of 8 players and will use a smaller galaxy (e.g., 4x4 instead of 10x10). Other options are also available, such as deactivated features (no legendary officers, for example), or modified abilities (such as different victory conditions). You can even play as a team if you wish- you've seen some of the abilities of teams mentioned earlier in these rules. If you're interested in a custom game, ask us for more details.

A special game variant exists called the Historical Game (often referred to as the General Takeover War). This is an attempt to recreate the General War, during which all the races of the galaxy were engaged in brutal open warfare, using the rules of STAR FLEET WARLORD. It is a team game with two six-player teams, each team member playing just one race. The galaxy is 10x3 and resembles the historical layout, with wild sectors separating all combatants. A special order exists that allows you to send economic aid directly to your teammates. If you would like more information on this variant of SFW, simply ask and we will be glad to send you a complimentary rules supplement.

9.9 Contacting Us

We can be reached by e-mail at warlord@play-by-e-mail.com.

You can also reach us at the Star Fleet Universe Discussion Board

(URL: <http://www.starfleetgames.com/discus>) .

Go to the "Star Fleet Warlord" topic.

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The original computer graphics were done by Stephen V Cole using Aldus FreeHand.

9.11 Copyright and Publisher's Information

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The graphics of ships and the Warlord logo were created by Stephen V Cole of Amarillo Design Bureau.

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Players dissatisfied with the operation of STAR FLEET WARLORD should contact Franz Games, LLC. Only if they cannot resolve your problem should you contact Amarillo Design Bureau.

9.12 Star Fleet Battles Glossary

Alliance - Also known as the "Grand Alliance" between the Federation, Gorns and Kzintis. The Tholians joined the Alliance late in the General War and the Hydrans were co-belligerents.

Cloaking Device - An item used by the Romulans and some Orions to hide from ship scans.

Coalition - The Coalition was an alliance of the three most militaristic races of the Galaxy-the Klingons, Romulans and Lyrans. They fought the Alliance in the General War.

Commando - A special boarding party armed with superior weapons and training and usually carried by Gorns and troop transport ships. They cost around 3 EPs but add 2 AF and DF to your ship, plus provide a bonus volley of damage when attacking a site.

Dilithium Crystal - A mineral used in warp drives to make interstellar travel possible (at least at reasonable speeds). Ships with their dilithium drained by terrain effects will move at a maximum speed of 1.

Disruptor - A heavy weapon utilized by the Klingons, Kzintis, Lyrans, Tholians, WYN, and LDR. It is typified by a short rearming cycle but a lesser amount of damage than most other heavy weapons.

Drone - A warhead-tipped missile carried by some ships of the Federation, Klingons, Orions, WYN, and especially the Kzintis. Heavy drones cost 1 EP apiece, add 1 AF and DF, but are used up quickly in battle. They can also be used in long-range drone bombardment attacks on sites.

Expanding Sphere Generator - A defensive weapon, also called the ESG, utilized by the Lyrans and LDR. It is this device that provides their ships their high defense factors.

Fast Patrol Ship - Also called PFs, fast patrol ships were tiny vessels which could be carried by tenders. They were developed in the late Y170's by the Lyrans, but within a few years all races had begun using them (except the Federation, which never did). PFs in this game are a generic type which cost about 20 EPs and provide an AF and DF of 15.

Fighter - A special armed shuttlecraft used by carriers. The Hydrans were the first to develop these weapons, although during the General War most other races began using them. The fighters in this game are a simple generic type provided for simplicity. They have an AF and DF of 4 and cost around 5 points apiece.

Fusion Beam - A relatively weak weapon used by most Hydran ships. Hydran battle-variants generally use hellbores instead of (or in addition to) fusion beams.

General War - A period of galactic warfare which began in the late Y160's and continued until the mid-Y180's. During this period the races built more ship designs and created more new technology than at any time previously. That's why this is the chosen time period of STAR FLEET WARLORD.

Hellbore - A weapon used by the Hydrans almost exclusively. Most Hydran B-variants employ hellbores.

Mauler - A weapon on some Romulan, Klingon, WYN, Andromedan and Lyran ships (those marked with the "U" variant letter). Mauler ships utilize huge arrays of batteries, which provide the ship the ability to reinforce shields when taking sudden damage, making it immune to certain terrain types.

Multi-Role Shuttle - Also known as an MRS, this is a special shuttlecraft which helps to defend its home ship by providing a 15% DF bonus and absorbing damage. They cost around 4 points.

Option Mount - A weapon "slot" on an Orion ship which can be filled with almost any weapon or system. It is these mounts which give Orions their generic mission-changing abilities in the game.

Particle Cannon - The main weapon used by Seltorian ships. It has the fastest firing rate of any heavy weapon in Star Fleet Battles.

Photon Torpedo - The heavy weapon of choice for the Federation. It takes twice as long to arm as a disruptor, but does far more damage.

Plasma Torpedo - A heavy seeking weapon employed by the "plasma powers" (Gorns, Romulans and ISC). It takes three times as long to arm as a disruptor, but can do far more damage.

Prime Team - A highly trained team of experts which can provide multiple special abilities to the ship they are stationed on (see Chapter Four). Prime Teams are the focus of Prime Directive, the roleplaying game of the Star Fleet Universe, published by Task Force Games.

Stasis Field Generator - A weapon used by some Klingon ships ("Q" variants) to disrupt enemy attacks by freezing time around key units. Ships with this weapon have unusually high defense factors and cancel the attack tactics of an enemy fleet.

Transporter Bomb - A mine which can be laid by transporter or by dropping it out the shuttle hatch. They provide 3 AF and DF in this game, and most ships can carry them. Their cost is about 4 EPs.

Web Breaker - A weapon used by Seltorians to bring down the shields of enemy targets. See Chapter Five for more on how this works in SFW.

Web Caster - A special weapon used by some Tholian ships. Any ship with the "W" variant code has a higher attack factor than normal and can cancel the defense tactic of ships they attack.

X-Ship - A ship employing advanced or experimental technology. These ships are typified by higher speeds and firepower far in excess of other ships of their class.

Year - The Star Fleet Universe uses a system of "years" by indicating each with a "Y" at the beginning. Y0 is the date the Federation was formed.

Appendix A – Sequence of Play Extract

Phase	Description
1. Income Phase	Income is calculated and added treasury. If BO PERM is on, 200 EPs are subtracted during this phase.
2. Ship Movement Phase	Ship shields are brought back to full levels. Legendary Engineers make ship repairs. During each pulse, certain actions take place as listed below: <ol style="list-style-type: none"> a. Movement. Ships make their moves and issue their orders. Movement and orders are issued in sequence, oldest ships first. b. Link resolutions. Andromedan satellites linked to a mothership are moved to the location of mothership. c. Combat. Battles (if any) are resolved. d. Resupply. After one pulse is over, the next one occurs until all six pulses are complete. Orders which take the entire turn are resolved during pulse 1 regardless of the speed of the ship.
3. Miscellaneous Orders Phase	Miscellaneous orders are issued (in sequence, one at a time). (If Reversed Orders is ON, this phase occurs before the Movement Phase.)
4. Random Event Phase	Random events (if any) are issued.
5. Post-Turn Status Phase	Report of your treasury at the end of the turn, number of unassigned optional items and officers and other details. Bases perform scans.
6. Announcement Phase	Announcements of available new orders, suggestions on game play and other hints. Stock list of the top 20 Corporations. (After Y171, more lists of other categories.) Random ship advertisements. "Heard in Sub-Space"

Appendix B – Major Sites

Type	Description	Entry Effects	Combat Effects	Prospecting
PL <i>Planet</i>	The most basic site. Produces an average amount of each of the four resource types.	None	None	None
GG <i>Gas Giant</i>	A site which produces normal levels of people and food, double ores and no dilithium. Gas giants can have more moons than any other site.	None	None	Low (20-30)
PG <i>Planet at Gas Giant</i>	This terrain occurs when one of the moons of a gas giant is a habitable world in its own right. These sites produce normal people and ores, double food and no dilithium.	None	None	Low (20-30)
DP <i>Dual Planet</i>	A rarer site which consists of two worlds orbiting each other. Produces normal food and triple people, but no other resources.	None	None	None
DA <i>Dilithium Asteroid</i>	A very rare type of site, these planetoids are literally covered with dilithium crystals, the mineral that makes warp travel possible. Dilithium Asteroids produce quadruple normal levels of dilithium, but no other resource types.	None	None	Low (20-30)
CO <i>Comet</i>	Comets are fairly common, occurring about as often as a standard planet. They produce standard ores and food plus double normal dilithium, but no people.	None	None	Low (20-30)
MO <i>Molten Ores</i>	Usually located near a large red giant sun, these are the remains of once- rich planets now melted into a soft mass of triple the standard ores level, plus the standard amount of dilithium.	Same as the Heat Zone area terrain-any ship without shields, or any Andromedan ship, will take 5-20 damage upon entry. Andromedans lose all shields before taking this damage! Crew-8 ships are completely immune. Also, repair ships restock.	Ships Without shields and Andromedan ships take 1 point of extra damage each combat round. Crew-8 ships are immune. commandos do not function in molten ores hexes.	Low (20-30)
WP <i>Wandering Planetoid</i>	These asteroids are found in open space, and are populated by travelers between star systems. They typically have double the normal amounts of people and food but little else. Note: Despite the name, wandering planetoids will not move during the game. They do not travel at warp speeds.	None	None	Medium (40-60)
BP <i>Bizarre Planetoid</i>	Similar to planets, but unpredictable, these planetoids produce random amounts of resources. In their basic form, they produce approximately what a planet would, but this can fluctuate greatly from turn to turn.	None	None	None

Appendix C – Minor Sites

Type	Description	Entry Effects	Combat Effects	Prospecting
AC <i>Academy Center</i>	Produces from 1-5 points of each type of resource, along with one random legendary officer each turn. Ships can also use the GLOx and FLOx orders.	None	None	None
CS <i>Cold Star</i>	The star in this hex produces a deadly form of radiation which will kill most or all of the crew on a ship. However, cold stars often have planets orbiting them, and the inhabitants of these worlds are resistant to the radiation. Cold stars are thus minor sites which produce a small amount of People resources each turn.	Crews are reduced to level 1. If already at 1, it is reduced to zero, and the ship can no longer move! WYN ships, hospital ships, and ships with Legendary Doctors are immune.	None	None
GP <i>Gas Pocket</i>	Essentially a small cloud of gas, this minor site provides a few units of Dilithium in gaseous form. The vapors can be explosive, but this is only dangerous in combat. Long-range bombardment attacks against gas pockets gain a 10% bonus.	None	The attacker gains a 10% bonus to each ship's base attack factor due to explosive pockets. Defender has no bonus or penalty.	Excellent (80-120)
NS <i>Neutron Star</i>	These dangerous suns can drain the engines of any starship. However, food seems to grow better nearby. Neutron stars are minor sites which produce Food resources only. Cloaking devices and scans will not work.	Ship speeds are reduced to 1 when they enter this terrain. Crew-9 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	None	None
RP <i>Repair Planetoid</i>	These planetoids produce Ores and contain pre-placed spare parts for repairs. Ships can use them for repairs and restocking of repair points without requiring a base on the site. Repair ships automatically restock themselves with repair points upon entry.	Repair ships automatically restock themselves with repair points upon entry.	None	None

Appendix D – Point Terrain

Type	Description	Entry Effects	Combat Effects	Prospecting
ES <i>Empty Space</i>	This simply means no point terrain is present.	None	None	None
BH <i>Black Hole</i>	These were once the worst known hazard in space, but with the advent of warp drive, they have become little more than a minor distraction. However, seriously damaged ships can still have trouble escaping from them.	If heavily damaged or crippled ship enters this hex (even if this damage is caused by area terrain in the same hex) it is destroyed.	If a ship is damaged to heavy or crippled levels during combat, it is destroyed.	None
VP <i>Variable Pulsar</i>	Pulsars are one of the most dangerous kinds of terrain in the GMC. They can cause enough damage to destroy most frigates and cripple or kill cruisers! However, the prospecting value of such terrain is usually high, due to the vast amounts of chopped-up planets and asteroids in the vicinity. Pulsars are worth visiting for this reason-but be sure you use a large ship with good shields, or it'll be destroyed on the way in.	Causes 50 to 100 points of damage to any ships entering the hex! Crew-8 ships are immune. The following will halve this damage (these are cumulative): Legendary Navigators, maulers, and exploration ships.	None	Outstanding (150-200)
WD <i>White Dwarf</i>	These are essentially black holes within radiation zones, which combine the effects of both these kinds of terrain.	Same as a black hole and radiation zone.	Same as a black hole and radiation zone.	None
WH <i>White Hole</i>	These odd "reverse black holes" spew out matter and radiation instead of sucking it in. In addition, the collection of matter can often build up a substantial prospecting value over time.	Drains 1 level of crew when the hex is entered (same as a Radiation Zone). WYN ships, hospital ships, and ships with Legendary Doctors are immune.	The attacker suffers a 25% penalty to each ship's base attack factor due to sensor disruptions. Defender is not penalized.	None initially, but will build up over time at a rate of 10 EPs per turn.
NO <i>Nova</i>	This is one of the most deadly terrains in the GMC. Any ship entering such a hex will be destroyed. Consider yourself warned! Scans cannot be made within this terrain.	Ships entering these hexes are destroyed! Crew-9 ships are immune.	Optional Items do not function in this terrain.	None
SN <i>Supernova</i>	Stay away from these. The difference is that novas occupy only a single hex, while supernovas usually appear in a group-sometimes as many as seven hexes at a time! Scans cannot be made within this terrain.	Ships entering these hexes are destroyed! Crew-9 ships are immune.	Optional Items do not function in this terrain.	100 EPs; cannot be modified up or down by any bonuses or penalties.

Appendix E – Area Terrain

Type	Description	Entry Effects	Combat Effects	Prospecting
ES <i>Empty Space</i>	This simply means no point terrain is present.	None	None	None
AF <i>Asteroid Field</i>	Perhaps the most common kind of area terrain, asteroid fields are well known for their high prospecting value and the small amount of damage they cause to ships entering them.	Causes 5-10 points of damage when entered. Ships with crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	All ships take 1-3 extra damage each round of combat. Also, ships receive a 10% bonus to their defense factor (not hit points). Tholian ships have a 25% bonus to defense (instead of 10%). Web caster ships also have a 25% bonus to their attack factor.	Very Good (60-100)
AZ <i>Antimatter Zone</i>	These hexes are filled with gaseous antimatter. Shields will protect against this, but if a ship enters an antimatter zone with its shields down, it will be destroyed. Andromedans are not protected no matter how high their shield factor is! Long-range bombardment cannot be used against a site in this terrain.	Ships without shields, and all Andromedan ships, are annihilated in this terrain.	If a ship's shields are reduced to zero during battle, it is instantly destroyed. Damage to fortifications is increased by 25%. Fighters, drones, commandos, T-bombs, and MRSs will not function.	None
CC <i>Cloak Cloud</i>	One of the few beneficial terrain types, cloak clouds cause any ship entering them to be treated as if it were cloaked. Long-range bombardment attacks have a 10% bonus against sites in cloak clouds.	Any ship in cloak clouds (including those built at Warp Gates located in this terrain) will not show up on enemy ship scans.	Same as a cloaked ship: Defenders take 25% less damage on the first round of combat.	None
DC <i>Dust Cloud</i>	The second most frequently encountered terrain. Causes a very small amount of damage, much less than an asteroid field would, and is less prospectable. Cloaking devices will not work.	Causes 1 point of damage when entered. Ships with Crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	None	Average (40-60)
DS <i>Dust Storm</i>	A dust cloud and radiation zone combination. Cloaking devices will not work.	Same as dust clouds and radiation zones.	None	Average (40-60)
GW <i>Gravity Well</i>	These are areas of powerful gravitational flux. Most ships will be unaffected, but you wouldn't want to take a damaged ships through one of these hexes!	Any ship with greater than light damage is destroyed in this terrain, even if this damage is caused by point terrain in the hex.	If a ship takes greater than light damage during battle, it is destroyed immediately.	None
HZ <i>Heat Zone</i>	This is a zone of intense heat. Shields (other than Andromedan) will protect against this, but if a ship enters a heat zone with its shields down, it will take a serious amount of damage.	Any ship with its shields down, and any Andromedan ship, will take 5 to 20 points of damage. Andros lose all shields before taking this damage! Crew-8 ships are immune.	Ships with no shields and all Andromedans take 1 point of damage each round of combat. Crew-8 ships are immune. commandos do not function in heat zones.	None

Type	Description	Entry Effects	Combat Effects	Prospecting
IS <i>Ion Storm</i>	These hexes contain permanent storms of violent electrical energy. This has a degrading effect on a ship's engines, causing it to lose speed until repaired. Cloaking devices and scans will not work.	Ships entering these hexes lose one point of speed; ships already at speed 1 are unaffected. Crew-7 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	The base attack and defense factors of ALL ships are reduced by 50% (hit points are unaffected). Fighters, T- bombs and MRSs do not work.	None
MM <i>Magnetic Meteors</i>	A very rare terrain which never appears in home sectors (only in "wild" sectors), these cause serious amounts of damage but are worth entering for their prospecting value.	Causes 40-60 points of damage. Ships with aegis abilities are immune. Ships with Crew-7, Legendary Navigators, or exploration abilities halve damage (these benefits are cumulative).	Ships Take 2 to 4 extra points of damage each combat round. Aegis ships are immune.	Excellent (80-120)
MS <i>Meteor Swarm</i>	Essentially a dust cloud and asteroid field combination, this terrain causes more damage than both, sometimes enough to penetrate the shields of a frigate. Avoid entering more than one meteor swarm hex during a turn! Cloaking devices will not work.	Causes 1 to 15 points of damage upon entry. Ships with Crew-5, Legendary Navigators, maulers, or exploration abilities are immune.	None	Good (60-80)
NE <i>Nebula</i>	Usually clustered in a large group of hexes, nebulae have the annoying effect of draining the shields of any non-Andromedan ship that enters them. Scans will not function. Long-range drone bombardment attacks into nebulas suffer a 50% penalty.	Ship shields are reduced to zero. Andromedans are not affected. Ships with Legendary Engineers lose all but 1 point of shields, unless shields were already zero.	Shields are useless in a nebula. Exception: Andromedan shields function normally. Fighters, T-bombs, MRSs, and commandos do not function. Heavy drones are ½ effective.	Medium (30-50)
NF <i>Negative Energy Field</i>	These zones are negatively charged and have a degrading effect on dilithium, sufficient to drain a ship's engines completely. Cloaking devices and scans will not work. Long-range bombardment cannot be used against a site in this terrain.	Ships entering these hexes have their speeds reduced to 1; speed-1 ships are unaffected. Crew-9 ships, ships with Legendary Engineers, and repair ships with at least one repair point are immune.	The base attack and defense factors of ALL ships are reduced by 50% (hit points are unaffected). Fighters, PFs, drones, and MRSs will not work.	Excellent (80-120)
OM <i>Old Minefield</i>	This is a large area of unexploded mines (origins unknown). These zones are very dangerous and can destroy unwary frigates and seriously damage cruisers. Minesweepers are immune to this effect-plus, they can clear temporary paths for non-minesweepers by using the SWPx order (see Chapter Six).	Ships take 25 to 50 points of damage when they enter unswept old mine-fields. Minesweepers and crew-7 ships are immune. Legendary navigators, maulers, and exploration abilities halve damage; these effects are cumulative.	None	No EPs, but the ship will be filled with T-bombs to its maximum limit (can be repeated as often as desired).

Type	Description	Entry Effects	Combat Effects	Prospecting
RZ <i>Radiation Zone</i>	These hexes contain deadly radiation that can kill some of the crew of any ship entering them. Definitely an area to avoid!	Reduce a ship's crew by 1 level when entered (but not below level 1). WYN ships, hospital ships, and ships with Legendary Doctors are immune.	None	None
SC <i>Star Cluster</i>	These hexes are crowded with stars, making them regions of violent stellar activity. This has no effect on movement, but in a combat situation, ships can often take damage from surprise stellar outbursts. Battles in such hexes may often turn out differently than you might expect. Scans will not function.	None	Ships in battle in these hexes can occasionally take extra volleys of damage-up to 100 points extra-unless the attacker has at least a 3 to 1 advantage in total combat strength. Fortifications will not be affected.	Low (20-40)
SG <i>Stargate</i>	These rare wonders teleport ships to another hex in the same sector (before any other terrain effects occur). Unlike the random weak space effect, SGs always move your ship to the same place! The only way to find out the destination of a Stargate is to fly through it.	Teleports any ship entering the hex to another hex in the same sector. This destination hex is fixed and unchanging, and the teleportation effect cannot be resisted.	Not applicable, as it is not possible for a ship to occupy one of these hexes.	None
SZ <i>Stasis Zone</i>	These very rare terrains contain bubbles of stasis which can temporarily freeze an unwary ship. Stasis zones are found only in "wild" sectors, never in player-owned sectors.	Ships lose all movement and orders for the rest of the turn, and lose 1 movement on their next turn. This effect is not "damage" and cannot be repaired in any way. Crew-8 ships are immune.	Combat tactics do not function; both sides are treated as using the Basic tactic (see Chapter Five).	Low (20-40)
TZ <i>Toll Zone</i>	The ISC operates these zones as a way to finance its effort to transform the GMC into a nature preserve. A non-ISC ship entering this terrain must pay a fee in economic points. This will be subtracted from your treasury automatically (whether you like it or not). There is no way to recover this money!	You must pay 10 EPs every time one of your ships enters this terrain. (This could reduce our treasury to a negative value.) ISC ships will not be charged. The fee is decreased by 1 per crew level above 3.	None	None
WS <i>Weak Space</i>	The fabric of space in these areas has been weakened by some unknown phenomena. Ships entering such hexes will often find themselves flying through rips in space and emerging elsewhere. There is no way to control this effect, although there are ways to avoid it.	Any ship entering this terrain has a 50% chance of being transported to a random hex elsewhere in the sector. Tholians (whose home territory is near weak space), Crew-7 ships and ships with Legendary Navigators are immune.	None	None

Appendix F – Ship Variant Ability List

Variant	Description
A <i>Aegis</i>	This defensive ability usually means the ship has a higher defense factor than normal ship of their class. The already substantial DF is then given a bonus of 25% whenever the aegis ship defends a site from attack! Hit points are not improved by this bonus. The site does not have to be fortified in any way for the aegis ship to gain this ability. Most ships with aegis become available around Y175, although there are some exceptions. Aegis ships are immune to magnetic meteor terrains.
B <i>Battle</i>	These ships have any of several combat improvements (additional heavy phasers, better control abilities, etc.) which result in a higher AF, DF and/or SF than the basic ship of its class. For example, the Federation CC is an improvement over the basic CA, so it has the "B" variant letter.
C <i>Cloak</i>	These ships have a cloaking device installed. All Romulan ships have the cloak, and Orions can purchase the device, but no other race uses it. Cloaking devices allow a ship to make itself harder to detect by enemy scans-see the description of the CLOAK order (Chapter Six) for more on how to use the device. Note: Because all Romulan ships (except the SNP) possess the cloak automatically, the "C" variant letter is not listed on their Ship List to avoid needlessly cluttering up the chart.
D <i>Defense</i>	Defensive ships have some sort of defensive improvement (additional light phasers, anti-drones, etc.) which give them a higher DF than the basic ship of their class. This is similar to aegis (above), except that there is no site-defense bonus or MM immunity. Defensive ships are usually available earlier than aegis variants. Defensive ships have no other special abilities.
E <i>Exploration</i>	Exploration ships are rare; only the Civilian FEL and Federation GSC+ have these abilities, although generic ships can switch to this mission. Any exploration ship has the ability to "look ahead" at the terrain in hexes ahead of it. As a result, it will never enter any deadly terrain as long as that terrain would automatically destroy the ship before any damage was rolled. Therefore, if an exploration ship attempted to enter a supernova hex, it would "bounce" and retreat back to its previous location, but if it attempted to enter a variable pulsar hex, it would still make the move even if its shields were down and it had no internals left! Be sure you understand how this works. Some examples of terrains that the ship will retreat from include novas and supernovas (if less than crew-9), gravity wells and black holes (if already severely damaged), and antimatter zones (if shields are down). In addition to the above, exploration ships are completely immune to dust clouds, dust storms (dust damage only), asteroids, and meteor swarms, and suffer only half damage from variable pulsars, magnetic meteors and minefields. However, exploration ships are not immune to weak space, radiation, or any other terrain types.
F <i>Facilities</i>	Facilities ships are the rarest and most difficult type of ship to acquire. Only the Civilian FTF specialty ship (which you can only buy once) is normally available-the only other way to get one is to create it by switching a generic ship to the "F" mission (but this requires a crew of 9!). The special ability of a facilities ship is quite useful, however. When one of these ships uses the GIVE order, all ships in its hex can collect whatever optional items they need from your Home Office's stockpiles, even if they are not in the same hex as a base! This makes a facilities ship capable of keeping a fleet supplied or restocked as necessary, saving you the trouble of building bases for that purpose.
G <i>Generic</i>	Generic ships have the ability to change missions, making them essentially another type of ship entirely (until the mission is changed to something else). Generic ships are usually tugs, modular ships or Orion pirates, and are the most versatile vessels in the game (and far more versatile in the tri-video series than they actually are in Star Fleet Battles). Generic ships are so important that they are described in their own section, which follows this one.
H <i>Hospital</i>	These very rare ships carry the facilities or healing wounded or dying crews back up to their previously achieved maximum levels. For example, if a ship with crew level 7 had been reduced to 1 by a cold star, a hospital ship could bring it back up to 7 without re-training. To do this, the hospital ship merely issues the CURE order while in the same hex as any number of afflicted ships. (Note that it is the hospital ship which issues this order, NOT the ship needing help.) The CURE order is the only way to rescue a ship whose crew has dropped to zero (i.e., from a cold star), since ships with crew-0 cannot issue orders for themselves. Hospital ships are immune to the effects of all crew-draining terrains such as radiation zones and cold stars.
I <i>Integration</i>	These useful ships allow other craft in the same hex to briefly link up directly with the Home Office in a limited fashion, allowing access to the TRNG, MSNx, GLOx, and FLOx orders even if no base is present. (Integration Ships are almost always former VIP, diplomatic, and transport ships converted to this far more useful role. The diplomatic facilities have been replaced with integration machinery, giving these otherwise useless vessels a new purpose in life, and making them much different from their SFB counterparts.) The combat factors of integration ships are often rather weak, but the true usefulness of this variant is in its support role.

Variant	Description
J <i>Displacement Device</i>	The displacement device is used by Andromedan heavy ships to teleport Displacement between Starbases. See the description of the Andromedan race for more on how this is accomplished (in Chapter Five). Displacement devices do not provide any modification to combat or other statistics.
K <i>Strike Carrier</i>	Advanced version of the standard carrier (see the "V" variant letter). Strike carriers do not normally carry more or less fighters than a V-variant of the same class, but the fighters they do carry are better or possess the ability to get into battle faster and more effectively. Therefore, fighters on strike carriers have +1 to their combat abilities (i.e., an AF and DF of 5 instead of 4, or 6 instead of 5 if a Legendary Ace is aboard.) Strike carriers are otherwise the same as standard V-variant carriers.
L <i>Launch</i>	This sort of ship as extra drone racks or more advance rack designs), meaning the ship usually has a higher capacity to carry heavy drones. You'll find that the drone carriage of such ships is larger than the standard vessel in this class. Launch variants are also given a range bonus when using the BOMB order (see Chapter Six).
M <i>Minesweeper</i>	These units are optimized for use in the Old Minefield terrain. The primary use of such a ship is to sweep a temporary path for other ships to pass through. To do this they use an order, SWPx, described in Chapter Six. If the minesweeper is a cruiser or larger, it can make a path for 5 other ships to pass through; smaller minesweepers can only make room for 3 ships. These numbers are increased by 1 if the ship has a crew level of 6 or more and by a further 2 more if the ship is crew level 9! The SWPx can be used multiple times by the same ship in the same turn, too. In addition to this, minesweepers carry a larger amount of T-bombs than other ships of their class, and generally have a higher shield factor. Minesweepers are immune to the effects of old minefields, and do not count against the number of ships that can pass through a mineswept hex.
N <i>Notification</i>	There are no notification ships on the Ship List - this variant letter is only provided in the event you switch one of your generic ships into the "N" mission, which can only be done if the ship is of crew level 8 or 9! The resulting "notification ship" will be treated in all ways as a survey ship (Y-variant), but with the following extra abilities. First, it will report the base prospecting value of any hex it passes through, automatically and with no effort on your part. Also, when a notification ship is used to prospect, a 10% bonus amount of resources will be earned in the resource type you are lowest in at the time. This bonus is based on the base (unmodified) prospecting value of the hex, before that value is improved by crew or survey bonuses. For example, if a hex worth 100 EPs is prospected by a notification ship with crew level 8, and the player currently possesses less dilithium than any other resource, the total amount gained will be 175 EPs [100 base value +75% (50% for crew, 25% for survey bonus)], plus an additional 10 dilithium (10% of the base value of 100). If two or more resource levels are currently tied for the lowest level, the computer will choose one of them at random for this enhancement. Notification ships are considered survey ships (Y-variants) for ALL purposes, giving them a 25% bonus to prospecting and allowing them to use the SRVY order. See the description of the Y- variant.
O <i>Obsolete</i>	A few ships are really old. Lacking warp drive, they can only move at a speed of 0 or 1 (depending on which particular ship you are talking about). Several Romulan ship types are obsolete-their old sub-light variants, which have a speed of 1-and one Warp Gate type is available (the C-WGO), which is speed-O. Note: While inexpensive, the slow speed of obsolete ships restricts their tactical and strategic use. They are really only useful as guards or prospecting platforms-or, in the case of the WGO, a stationary ship receptor.
P <i>PF Tender (PFT)</i>	These ships are dedicated to the role of carrying fast patrol ships (PFs) into combat. Many PF tenders (often abbreviated PFTs) are also scouts (S-variants) as well, as the sensors used for supporting a PF flotilla can also be used for scanning purposes. PFTs with scout abilities will possess the US" variant letter in addition to the "P"-these are usually called "true" PFTs, while others, such as most Lyran ships, are referred to as "casual" tenders. Standard PFTs carry 6 PFs, although some will have more or less than this amount.
Q <i>Stasis Field Generators</i>	This variant is available only on certain Klingon hulls; there is no corresponding generic mission available. Stasis Field Generators (SFGs) are basically defensive weapons which have the ability to negate the attack tactics of an attacking fleet (see Chapter Five). The SFG is of no use when attacking, however-only when you are on the defense. Stasis Field Generator ships have a higher DF than normal ships of their class, but have no other abilities or immunities.
R <i>Repair</i>	These utility vessels can repair other ships. Any damaged ship need only fly to the hex of a repair ship and issue the REPR order, or else the repair ship can use the FIX order to accomplish the same thing. Other ships can also use a repair ship for upgrades by using the UPGR while in the repair ship's hex. Note, however, that repair ships can only do these things a limited number of times (as indicated by their repair capacity statistic) before they must return to a base, molten ores hex, or repair planetoid to gather more spare parts. (See the description of the REPR order in Chapter Six for more information on this.) Repair ships with at least one repair point are immune to the effects of warp-draining terrain such as ion storms, negative energy fields and neutron stars. One repair point is automatically subtracted when these terrains are entered.

Variant	Description
S <i>Scout</i>	This is one of the most Important special abilities a ship can have. A scout has the ability to make scans of its sector by using the SCAN order once per turn (note that this order will take the entire turn to use, as described in Chapter Six). A scout must be in the sector being scanned-it cannot gain any information about any other sectors, even if it is just across the border. This means that your scout will have to brave unknown territory before it can make any scans! For this reason, many players use picket ships to probe adjacent sectors one turn before sending a scout across, while others assign Legendary Navigators to scouts in an attempt to protect them. The other option is to just take your chances! If a Legendary Science Officer is assigned to an S-variant ship, it is treated as a Heavy Scout (Z-variant). Scouts have no other special abilities. They tend to have a high DF and low AF, but have no other combat abilities.
T <i>Troop Transport</i>	Troop transports carry commandos and are designed to attack sites. Whenever a troop ship is part of a fleet attacking a site, it gains a 25% bonus to its attack factor (plus the combat abilities of any commandos, of course). This same bonus also applies when the ship raids a site, improving its chances of success.
U <i>Mauler</i>	The mauler is a specialized weapon which operates using a huge array of batteries, which provides the ship with a storehouse of reserve power for shield reinforcement. To simulate this, the shield factor of these ships is higher than any other comparable ship of their class. Since the mauler is literally built into the ship, no "U" generic mission is possible. Maulers are immune to the damaging effects of dust clouds, asteroids, and meteor swarms, and take only half damage from variable pulsars or old minefields. They gain no protection from other terrain, however (including magnetic meteors).
V <i>Carrier</i>	Carriers have the ability to carry fighters into combat, usually in squadrons of 8 or 12, but sometimes in other amounts. Fighters add substantially to the combat values of their carrier and its fleet, as described in the section on optional items earlier in this chapter. Most races carry fighters only on their "V" and "K" variant ships, although most Hydrans and a few others have fighters available on certain other ship types. These are often referred to as "casual carriers," although the combat abilities of fighters they carry are not affected in any way.
W <i>Web Caster</i>	Some Tholian ships use this weapon, giving them a higher attack factor than any other ship of that race. This already high AF is increased by a further 25% if the ship makes an attack against a target located in asteroids, simulating the extreme usefulness of web casters in that sort of terrain. Web casters also cancel the defense tactic (see Chapter Five) of any fleet they attack-this benefit applies even if only one W-variant is in the attacking fleet. No benefit is gained if the W-variant ship is on the defensive. Note that the web caster is somewhat rare, and hence no generic "W" mission is available, even for G-variant Tholian ships.
X <i>Advanced Technology</i>	Advanced technology becomes available somewhere around Y181 (depending on what race you are looking at). Ships which possess it are referred to as "X-ships", and tend to be extremely powerful - in fact, they are some of the best ships in STAR FLEET WARLORD! Unfortunately, they are rather expensive (and their popularity tends to increase their price), but that is to be expected. X-ships have +1 to their speed compared to other ships of their class - for example, an X-cruiser would have a speed of 5 where normal cruisers have a speed of only 4. The combat factors of X-ships are also incredibly high, and all X-ships are considered minesweepers (M-variants) at no additional cost-including a larger capacity for carrying transporter bombs. Because they are considered minesweepers, X-ships are immune to old minefields and may use the SWPx order just like an M-variant can.
Y <i>Survey</i>	Survey ships are designed for locating and enhancing the economic value of moons and prospecting, and for helping get devastated sites back to normal production levels. First and foremost, survey ships gain a 25% bonus when using the PRSP order, in addition to any bonus provided by high crew levels. Survey ships have access to the SRVY order to activate a site's moons, and the ASSAY order to determine a hex's prospecting value (these orders are described in Chapter Six). Finally, survey ships pay only half the normal cost when using the RESTore order to eliminate the effects of devastation on a site.
Z <i>Heavy Scout</i>	Heavy scouts are an Improvement over the basic scout (S-variant), with more powerful scanning abilities. Normally, a scout can make either a terrain or ship scan during a turn, but not both. Heavy scouts, however, will automatically make a ship scan at the same time they make a terrain scan - saving you an entire turn, or another scout dedicated to making the ship scan! In addition to this feature, heavy scouts also have another special ability, the passive scan. Each turn a heavy scout will, without any special orders or other effort on your part, report any enemy ship scans which detected that ship. It does this by putting a number after the letters HSC (which stand for Heavy Scout) on your orders sheet. For example, if you saw "HSC : 1" on your orders sheet, you would know that one enemy ship scan detected your ship since your previous turn was run-and therefore, someone knows your ship is there! Note: Cloaked heavy scouts will report only on scans which actually detected them-thus, a standard scan for ships, such as those generated automatically by bases, will not be noticed, whereas a cloak scan will be reported. Note that if you assign a Legendary Science Officer to a heavy scout, that ship gains the ability to make an automatic Proximity Scan each turn. This is described further under the Legendary Science Officer description in Chapter 4.16.

Variant	Description
* <i>Specialty</i>	Specialty ships are usually unique or conjectural ships which were built so rarely that the Galactic Council only offers them in limited numbers - or, possibly, they are ships so powerful the Council simply wants to regulate their availability! If a ship possesses the "*" variant code, marking it as a specialty ship, you will only be allowed to purchase it ONCE during the game! Since specialty ships are available only in such limited quantities, their prices will not change due to standard supply and demand price shifts. This means you can usually be assured of getting one at the listed price - however, if it is not from one of your primary races, you will be charged the standard non-primary penalty (see Chapter Five for more on primary races).
** <i>Sector Special</i>	A Sector Special is required to purchase this ship.
& <i>Penal Ship</i>	The Klingons assign their troublemakers, dissidents and other undesirables to these ship variants. You can buy penal ships if you like—they have higher combat factors than standard ships of their class, and since the crew is skilled at stealth and guile, the ship gains a bonus of 50% to its AF when attempting to raid a site. As an added bonus, one of the officers aboard will be legendary (you won't know which until you actually buy the ship - it won't be the Captain, though). Now the bad news: The crew has such a bad reputation that no one will train them, and no legendary officer or Prime Team will willingly let himself be assigned to one. You also can't trust them with EPs, so they can't prospect. In other words, penal ships cannot use the TRNG, GLOx, FLOx, or PRSP orders.

Appendix G – Limited Ship Variant Ability List

Variant	Description
g <i>Limited Generic</i>	Found on the new Heavy War Destroyer ship type, this variant can use the mission change order (MSNx) like any other mission ship, but can only access the following missions: "B" (the default), "R" (adds four repair), "T" (adds troop bonus and the ability to carry four commandos), "V" (adds the ability to carry four fighters), and "L" (adds the ability to carry 12 heavy drones). Changing out of the "B" mission costs the ship 4 AF, not 10 as with a standard generic ship.
m <i>Limited Minesweeper</i>	Found on Police Flagships, the "little m" provides the ability to move safely through OM (Old Minefield) terrain, but does NOT allow the ship to utilize the "SWPx" minesweeping order. Any attempt to use the SWPx order will fail.
s <i>Limited Scout</i>	Also appears on Police Flagships. Limited Scout allows the ship to use the SCAN SHIPS order, but no other type of scan—so scanning for terrain, cloak, etc. is not possible with these ships. If the ship has a crew of 5 or better, it will be able to see the quantity of uncloaked ships in each hex of the sector scanned, just as a normal scout would.
h <i>Limited Hospital</i>	Used by Fast Resupply Ships to replace lost crew. Ships with a lowercase "h" do not have hospital facilities, so they cannot avoid the debilitating effects of radiation zones and similar terrain (as well as certain monsters). However, they can use the CURE order to replace crew losses, as a hospital ship would. This order is not available if the h-ship does not have at least a crew of 3. It CAN cure itself (so long as its crew is 3 or more) by issuing a CURE order.

Appendix H – Generic Mission Ability List

Mission	Description												
B <i>Battle</i>	Battle mission provides the ship with 10 extra attack factors. This AF is included in the stats of generic ships when they are initially bought (except for the C-MON, which arrives in Defense mission). 10 AF is subtracted when the ship changes out of Battle mission. This actually changes the base attack factor of the ship, which affects such things as crew and officer bonuses in combat and improvements gained by various ship upgrades!												
D <i>Defense</i>	This is the same as Battle except that the 10 points are DF, not AF. Unlike many other ship enhancements, Defense mission actually improves the base DF of the ship and therefore also adds hit points. Ships in "D" mission are also considered to have aegis (see the "A" variant description) so long as it is Y175 or later, which is when aegis historically becomes available. Before Y175, the aegis bonus will not be applied in combat, but during and after that year, it will be automatically used. There is no need to switch out of "D" mission and back in again to take advantage of this.												
E <i>Exploration</i>	Provides the same benefits as a standard Exploration variant. This is the preferred method for acquiring an exploration ship since E-variants are so rare.												
F <i>Facilities</i>	Provides the same benefit as a standard facilities variant. Ships cannot change the F mission unless they have a crew level of 9.												
H <i>Hospital</i>	Provides the same benefits as the standard Hospital variant. Since H-variants are so rare, it this is one of the better ways (along with the Legendary Doctor) of acquiring a hospital ship.												
I <i>Integration</i>	Provides the same benefits as the standard Integration variant. Note that since integration ships allow access to the MSNx (mission-change) order, a generic ship in the I mission can use itself to change missions. However, once it is no longer an integration ship, it will be stuck until it visits another base or I-ship. (This is why the O-SLV, the only generic integration ship, is so popular in the initial build. It can change its own mission any time it likes!)												
K <i>Strike Carrier</i>	This is the same as the V (carrier) mission except that the ships fighters gain the strike carrier bonus. Only ships of crew 7 or higher can switch to this mission.												
L <i>Launch</i>	Provides additional drone capacity and the drone bombardment range bonus (like the L variant does). The number of drones added is based on the ship class, as listed below: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC</td> <td style="text-align: center;">FF</td> <td style="text-align: center;">DD or DW</td> <td style="text-align: center;">CL or CW</td> <td style="text-align: center;">CA and up</td> </tr> <tr> <td style="text-align: left;">Number of Drones</td> <td style="text-align: center;">4</td> <td style="text-align: center;">8</td> <td style="text-align: center;">12</td> <td style="text-align: center;">16</td> <td style="text-align: center;">24</td> </tr> </table>	Ship Class	PC	FF	DD or DW	CL or CW	CA and up	Number of Drones	4	8	12	16	24
Ship Class	PC	FF	DD or DW	CL or CW	CA and up								
Number of Drones	4	8	12	16	24								
M <i>Minesweeper</i>	Provides the minesweeping abilities and minefield Immunities of the M variant, as well as the following added transporter bomb capacity: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC, FF, DD or DW</td> <td style="text-align: center;">CL, CW, CA or BCH</td> <td style="text-align: center;">DN or BB</td> </tr> <tr> <td></td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">10</td> </tr> </table>	Ship Class	PC, FF, DD or DW	CL, CW, CA or BCH	DN or BB		4	6	10				
Ship Class	PC, FF, DD or DW	CL, CW, CA or BCH	DN or BB										
	4	6	10										
N <i>Notification</i>	Provides the same abilities as the standard Notification variant. A ship cannot change to this mission unless it is of crew level 8 or 9 (Orions cannot use it in any case). Note that since "N" mission provides survey abilities as well as notification features, there is no point to switching a ship to "Y" mission if of a high enough crew level to use "N".												
P <i>PF Tender</i>	Adds a PF carrying capacity to the ship. This turns it into a casual tender (it does not gain any scout abilities). The PF capacity added is based on the ship class, as listed below: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC</td> <td style="text-align: center;">FF</td> <td style="text-align: center;">DD or DW</td> <td style="text-align: center;">CL and up</td> </tr> <tr> <td style="text-align: left;">Number of PFs</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> </tr> </table>	Ship Class	PC	FF	DD or DW	CL and up	Number of PFs	1	2	4	6		
Ship Class	PC	FF	DD or DW	CL and up									
Number of PFs	1	2	4	6									
R <i>Repair</i>	Adds repair capacity to the ship. When you switch a ship into this mission, this repair capability is at its maximum, and depends on the class of the ship: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC</td> <td style="text-align: center;">FF</td> <td style="text-align: center;">DD or DW</td> <td style="text-align: center;">CL or CW</td> <td style="text-align: center;">CA and up</td> </tr> <tr> <td style="text-align: left;">Repair Capacity</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">8</td> <td style="text-align: center;">10</td> </tr> </table>	Ship Class	PC	FF	DD or DW	CL or CW	CA and up	Repair Capacity	3	4	6	8	10
Ship Class	PC	FF	DD or DW	CL or CW	CA and up								
Repair Capacity	3	4	6	8	10								
S <i>Scout</i>	Provides the abilities of the standard scout (S-variant). If a Legendary Science Officer is aboard, the ship will be considered a heavy scout (even though the mission letter will still be "S").												
T <i>Troop Transport</i>	The ship is considered to be a troop transport, gaining the 25% bonus when attacking a site, and adding extra commando capacity depending on the ship class: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC</td> <td style="text-align: center;">FF</td> <td style="text-align: center;">DD or DW</td> <td style="text-align: center;">CL or CW</td> <td style="text-align: center;">CA and up</td> </tr> <tr> <td style="text-align: left;">Number of commandos</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">8</td> </tr> </table>	Ship Class	PC	FF	DD or DW	CL or CW	CA and up	Number of commandos	2	3	4	6	8
Ship Class	PC	FF	DD or DW	CL or CW	CA and up								
Number of commandos	2	3	4	6	8								
V <i>Carrier</i>	This ship becomes a carrier, capable of toting an additional number of fighters into combat based on the ship class: <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">Ship Class</td> <td style="text-align: center;">PC</td> <td style="text-align: center;">FF</td> <td style="text-align: center;">DD or DW</td> <td style="text-align: center;">CL and up</td> </tr> <tr> <td style="text-align: left;">Number of Fighters</td> <td style="text-align: center;">2</td> <td style="text-align: center;">4</td> <td style="text-align: center;">6</td> <td style="text-align: center;">12</td> </tr> </table>	Ship Class	PC	FF	DD or DW	CL and up	Number of Fighters	2	4	6	12		
Ship Class	PC	FF	DD or DW	CL and up									
Number of Fighters	2	4	6	12									
Y <i>Survey</i>	Provides the standard abilities of a survey ship (Y-variant). Orion ships may not use this mission (no self-respecting Orion would be caught dead on a survey ship). WYN ships (including those built on Orion hulls, like the W-ORL) are not restricted.												

Mission	Description
Z <i>Heavy Scout</i>	The ship becomes a heavy scout, With all the benefits thereof. This mission may only be used by ships with a crew of 7 or higher and cannot be used by Orions (WYN ships, including those built on Orion hulls, are not restricted). If a Legendary Science Officer is on the ship, it earns a Proximity Scan (see the description of the Science Officer later in this chapter).

Appendix J – List of Space Monsters

Monster	Description and Special Abilities	Progeny
SC <i>Star Crusher</i> 950 EPs	The nastiest of all monsters, these ancient war machines are known for their penchant for devastating planets. Star Crushers and their smaller cousins, Planet Crushers, will often spend their first pulse of movement issuing the NUKE order, but only if they begin their turn on a site. The chance of choosing to devastate a planet in this way is not as high for Planet Crushers. Moon Crushers, the smallest monster in this family, do not nuke planets but instead eat moons using the same rule as above. Player-owned MCs do not have this ability.	PC Planet Crusher (225 EPs) MC Moon Crusher (115 EPs)
EVD <i>Emperor Void Demon</i> 900 EPs	This huge spirit-like cloud of living plasma is extraordinarily fast. Most monsters can only move at a speed of 4 hexes per turn, but EVDs can move 5, along with the smaller versions listed to the right. Their high speed makes Void Demons very hard to track down. Player-bought Demons retain this ability.	KVD King Void Demon (400 EPs) LVD Large Void Demon (210 EPs) MVD Medium Void Demon (140 EPs) VD Small Void Demon (110 EPs)
SD <i>Soul Devourer</i> 750 EPs	This is the largest of a class of psionic mind-draining creatures which includes the progeny listed at right. These monsters have the annoying ability to drain the crew levels of any ship which does battle with them, even as low as crew level zero! There is a chance each round per ship that crew will be drained, the chance being higher depending on the size of the monster (100% for Soul Devourers). Player-owned creatures of this family lose these abilities.	GSB Great Space Brain (350 EPs) MM Mind Monster (170 EPs) RC Radiation Creature (130 EPs)
GS <i>Ghost Ship</i> 750 EPs	These are Immense computerized starships from a race long dead. Smaller versions, the Wraith Ship and Phantom Ship, exist. They have no special powers per se, but are known to operate fighters, drones and PFs. If you buy one you will be able to supply these "ship monsters" with these types of items, resulting in a very powerful vessel.	WS Wraith Ship (250 EPs) PS Phantom Ship (165 EPs)
EB <i>Entropy Beast</i> 600 EPs	The larger cousins of Energy Monsters, Entropy Beasts are chaotic, random energy patterns with some unknown form of higher intelligence. The fact that they are entirely composed of energy allows them to fully repair any physical damage they previously suffered. This repair takes place at the start of the turn and costs nothing. Player-owned EBs and EMs retain this benefit. If you want to take out one of these creatures, you'd better do it right the first time!	EM Energy Monster (135 EPs)
ASD <i>Ancient Space Dragon</i> 500 EPs	Perhaps the best-known space monster, the dragon family is known for its enjoyment of raiding and ravaging. Any monster can use the RADx order, but they will do so very infrequently - the space dragons like to do it far more often, however. If they choose to do this, they will NOT turn towards the site they raided, which can confuse your efforts to predict its movements. If you buy a space dragon, it gains a bonus (equivalent to that gained by Orions) when attempting to use the RADx order.	OSD Old Space Dragon (300 EPs) MSD Mature Space Dragon (200 EPs) YSD Young Space Dragon (100 EPs)
BL <i>Banshee Lord</i> 450 EPs	The Banshees are a form of "swarm creature" which attack in large numbers, usually to mate and reproduce in the hulls of starships and bases. Because they are adept at attacking bases, all Banshees (even those owned by players) gain a 25% bonus when attacking a site which has a base present.	LBS Large Banshee Swarm (175 EPs) SBS Small Banshee Swarm (125 EPs)

Monster	Description and Special Abilities	Progeny
SSRP <i>Star Serpent</i> 300 EPs	These odd creatures are at home in the hearts of suns, traveling between them to feed on different sun types on an agenda only they can know. Star Serpents and their progeny, Sun Snakes, can enter supernovas and novas and not be destroyed (player-owned serpents retain this ability).	SSNK Sun Snake (125 EPs)
PSS <i>Phase Space Spider</i> 180 EPs	Space Spiders, including the smaller versions, are very similar to Terran arachnids. They travel through space by a form of "ballooning" through subspace, looking for a spot to settle and lay web to trap prey. Space spiders are known to spew webs similar to Tholian web, giving them the same abilities as web caster ships. Spiders owned by players retain this feature, but have no other special abilities.	LSS Large Space Spider (155 EPs) HSS Hatchling Space Spider (125 EPs)
REP <i>Replicator</i> 160 EPs	These are gelatinous, amoebic life forms which ooze through the void of space, dividing frequently to spread through the galaxy. Replicators seem to be the "parents" of the very similar Gerrymander amoeba type. Both of these have a greater likelihood of dividing and can do so earlier than other monsters (minimum age 3 instead of 4 turns). A sector with one of these operating unchecked can quickly become swarmed with amoebic life! Player-owned Replicators and Gerrymanders can issue a special Duplicate order to divide themselves, the syntax and cost of which will be explained to you at the proper time.	GER Gerrymander (150 EPs)
LIC <i>Living Ion Cloud</i> 150 EPs	These clouds, along with a denser type known as the Cosmic Cloud, are perhaps the largest known living creatures. Because of their size, 25% of all damage they take in combat will be dispersed through their vaporous forms, doing nothing whatsoever. This ability is retained if one of these monsters is owned by your Corporation!	CC Cosmic Cloud (110 EPs)
MIR <i>Mirrorodon</i> 100 EPs	This monster is unique in that it mimics a ship type, possessing the AF, DF, SF, and HP of a randomly selected ship. When a MIR appears in the galaxy, a random ship will be selected (from one of the other races) and give the MIR that ship's statistics. It will only receive the attack, defense, shields and hit points of that ship, no extra items or special abilities. Upon meeting such a monster in battle, you won't know exactly what you're facing. If you attack and destroy one, your bounty will be calculated based on the monster's statistics (thus each different MIR will have a different bounty value). If you get the chance to buy a monster and select a Mirrorodon, the computer will pick a standard ship at random from one of your primary races (or, if you haven't selected a primary race, a random one). You'll pay the base EP cost of that ship, and get its AF, DF, SF and HP (but no other abilities). If you can't afford the cost, then your purchase order will be canceled. You can select a maximum price (as with any PS order) but the Purchase Percentage (P%) you've set will not apply.	None

Appendix K – Alphabetical Ship Orders Summary

Order	Notes	Description
ASSAY		Check hex for prospecting value without activating moons (survey ships only).
BOMB	1	Must be followed by a hex# in the same sector. Fires drone bombardment at that site.
CLOAK		The ship hides and will be harder to detect on enemy scans.
COLL		Collect decoys for re-use.
CURE		Heals lost crews on ships in the same hex (hospital ships only).
DECC		Drops a cloaked decoy.
DECY		Drops a decoy.
DISP	1, 2	Displaces from the starbase in the current hex to another starbase at a specified location. Andros only.
FIX		Repairs damage to other ships in its hex by spending Ores resources.
FLOx	3	Pays food resources to pick up an officer of type "x".
GARR		Transfers fighters/PFs to a site's garrison.
GARX		Extracts fighters/PFs from a site's garrison for use on the ship.
GETC	2	Buys a cloak (Orions only).
GIVE		Gives away optional items to other ships in the same hex.
GLOx	3	Pays People resources to pick up an officer of type "x".
LINK	1	Causes small Andros to move with the mothership you specify.
LOGB	6	Places a Logistics Base in the hex. Requires 2 repair points and costs 100 EP.
MSNx	3	Change missions (generic ships only) to mission "x".
NUKE		Devastates the site in the ship's hex.
PRSP	1	Prospects the ship's hex for hidden EPs.
RADx		Raids hex in direction "x" (1-6).
REFT	5	Refit ship to move 1 hex faster per turn. Available in Y175 and later. Once per ship only.
REPR	4	Repairs damage to the ship by spending Ores resources.
REST		Restores devastated site to full production; cost is equal to site's production level.
SCAN	1	Scans a sector. Must be followed by either TERRAIN, SHIPS or CLOAK.
SCRAP		Scrap the ship.
SRVY		Activate moons and Check hex for prospecting value (survey ships only).
SWPx		Replace "x" with direction# (0-6). Temporarily sweeps old minefield in that direction. Minesweepers only.
TRNG	3	Train crew up one level by spending People. Max improvement is to level 6.
UPGR	4	Upgrade ship (must be 5 turns of age or older). Once per ship only.

Notes:

1. This order takes the entire turn, and a ship can do nothing else while issuing it.
2. This order can only be used at a base.
3. This order can only be used at either an integration ship or a base.
4. This order can only be used at a repair ship or a base.
5. This order can only be used at an FRD or base.
6. This order can only be used by a repair ship.

Appendix L – Legendary Officers at Sites

Officer	Cost	Effect
A Ace Pilot	100 DC and FP	Fighters and PFs at the site gain additional combat bonuses (+1 per fighter, +3 per PF), and their effectiveness in defending against long-range drone bombardment is improved by 50% (i.e., fighters apply a 1.5% penalty against each drone wave instead of 1%, and PFs cause a 3% penalty instead of 2%). See Chapter Six for more on drone bombardment.
W Weapons Officer	100 PE and DC	The defense factor of the fortifications (but not fighters or PFs) is increased by 20%, and drone bombardment attacks are reduced in effectiveness by 10%.
N Navigator	100 PE and DC	If the site is in weak space, minefields, asteroids, dust, meteor swarms, or magnetic meteors, ships entering the hex are unaffected by that terrain. Also helps detect enemy Starbase Orders, such as SH, used on the site.
E Engineer	100 DC and OR	Repairs any damage ship (but not crew) entering the hex without requiring a REPR order (this still costs ores).
D Doctor	100 PE and FP	Heals any lost crew on ships entering the hex; if the hex contains radiation, ships entering it are unaffected.
S Science Officer	100 PE and OR	Increases the number of Starbase Orders provided by the base. If the base is a Battle Station, one such order is earned; if a Warbase, two orders are gained; and Megabases provide three. This effect is instead of, not in addition to, the normal awarding of Starbase Orders.
M Marine Major	100 OR and FP	Provides the same abilities as a Weapons Officer. These bonuses are cumulative if both officers are present at the site.

Appendix M – Combat Tactic List

Attack Tactic				Defense Tactics			
Tactic # and Name	Tactic Description	Best For	Worst For	Tactic # and Name	Tactic Description	Best For	Worst For
1 <i>Overrun</i>	Run right over the enemy with guns blazing	D, L, O	K, I, T, S	1 <i>Retrograde</i>	Fire weapons at enemy while retreating	F	L, D
2 <i>Knife-Fighting</i>	Stay at medium range, putting up a constant barrage of fire	K	W	2 <i>Sit & Spin</i>	Sit in place spinning on ship's axis	W	F, A, X
3 <i>Sniping</i>	Sit at long range firing heavy weapons	F	R	3 <i>Minelaying</i>	Sow mines around yourself for protection (or threaten to do so)	R	Z
4 <i>Echelon</i>	A formation placing heavy ships in the rear with light ships forward	I	Z, X	4 <i>Overrun</i>	The classic counterattack: wait for fire, then run over your opponent	D, H, O	K, T, S
5 <i>Oblique</i>	A battle pass from short to medium range, firing and then moving away	R, X	L, D	5 <i>In & Out</i>	An oblique defense: Move to short or medium range, fire, and leave	L, A, S	I
6 <i>Ballet</i>	An oblique attack from longer ranges using seeking weapons	G	F	6 <i>Station Keeping</i>	Stay at the same distance from your enemy (the best range for your weapons)	K, X	O
7 <i>Minelaying</i>	An attempt to sow a minefield near the enemy, or threaten to do so	A	G	7 <i>Wagon Train</i>	The "circle the wagons" technique: each ship helps defend the others	I, T	H
8 <i>Cautious</i>	Stay back while lobbing seeking weapons (as applicable) and looking for an enemy error	Z, T	H, O	8 <i>Ballet</i>	A long-range oblique defense: fire seeking weapons and keep away	G	W
9 <i>Mizia</i>	Fire weapons in single bursts for quality damage instead of quantity	W, H, S	A	9 <i>Directed Damage</i>	Target all weapons on critical command ships to disrupt fleet coordination	Z	R, G

Appendix N – Alphabetical Extra Orders Summary

Code	Parameters	Description
A%	amount	Sets amount to be your Corp's attack percentage.
AA	race-class	Request advertisement(stats & current price) of ship type.
AC	corp#	Declare corp# as your ally: Use AC 0 to cancel.
AF	Sector-hex fighters [PFs]	Assigns fighters and/or PFs to a specified site. Use a negative number to remove them from the garrison.
AL	Sector-hex officer type	Assigns a legendary officer-type to the specified site.
BC	EP-amount	Buys commandos.
BD	EP-amount	Buys heavy drones.
BF	EP-amount	Buys fighters.
BM	EP-amount	Buys MRS shuttles.
BO	# of orders or PERM or OFF	Buys up to 10 additional orders: Costs 24 EPs per order or 200 for 10 orders. BO PERM turns on automatic purchasing of 10 orders; BO OFF deactivates this.
BP	EP-amount	Buys PFs.
BT	EP-amount	Buys transporter bombs.
BY	EP-amount	Buys decoys.
CM	motto	Sets your motto.
CP	old race new race	Change old race primary to new race. Available every 12 turns (Y177, Y189, etc.) ONLY.
CT	Attack-tactic def. tactic	Declares attack and defense tactics for your Corporation.
DC	corp#	Defend against corp#. DC 0 cancels this setting.
DS	sector-hex	Drops control of the site. Fortifications are stripped and officers return home.
EC		Counter-espionage. Blocks all Espionage attempts. Costs 20% of your current stock value at the time it is issued. Once set, it remains active until your next turn runs, then it is turned off. Must be used each turn to be effective.
ES	Corp# order#	Targets enemy Corp for Espionage type indicated. Cost is percentage of stock value for the Espionage type used. Blocked by an issued EC order.
EV		Request a random event this turn.
FA	EP-amount [option] [MAX amt] [MAJOR/MINOR]	Fortifies all sites you own by an EP-amount. Option can be SECT sector#, BASES or TERR terrain-type. Won't fortify above a max amount if specified. Can also be limited to MAJOR or MINOR sites.
FS	Sector-hex EP-amount [fighters] [PFs]	Fortifies the specified site by an EP-amount and can assign fighters and PFs at the garrison if desired.
LB	sector	Guarantees receiving battle reports from sector.
ME	Destination [KNOWN or RSVP] message	Sends message to destination (CORP corp#, SECT sector#, SHIPS sector#, TEAM team#, or ALL). Can be anonymous or KNOWN. Max 90 characters.
NA	object name	Names object (CORP, a site, or a ship race-class-number). Max 20 characters.
NE		Request no random event this turn.
NH	header	Defines automatic header for your ship names.
P%	amount	Sets amount to be your Corp's purchase percentage.
PH	ON/OFF phone#	Sets or changes your phone# and specifies whether or not you want other players to see it. Include area code please.
PI	text	Specifies up to 90 characters of text for personal information.
PL	EP-amount	Pays back an amount on your loan.
PR	race	Sets one primary race.
PS	Race-class [MAX-EPs] [CLOAK] [WG number] [name]	Purchases a ship or the race and class at your HO or a WG. Maximum price you'll pay is MAX-EPs. Orions can request the CLOAK. The ship will be named if you wish. RA race or PRIMARY or ALL Requests that free ads come from specified race, your PRIMARY races, or ALL races.

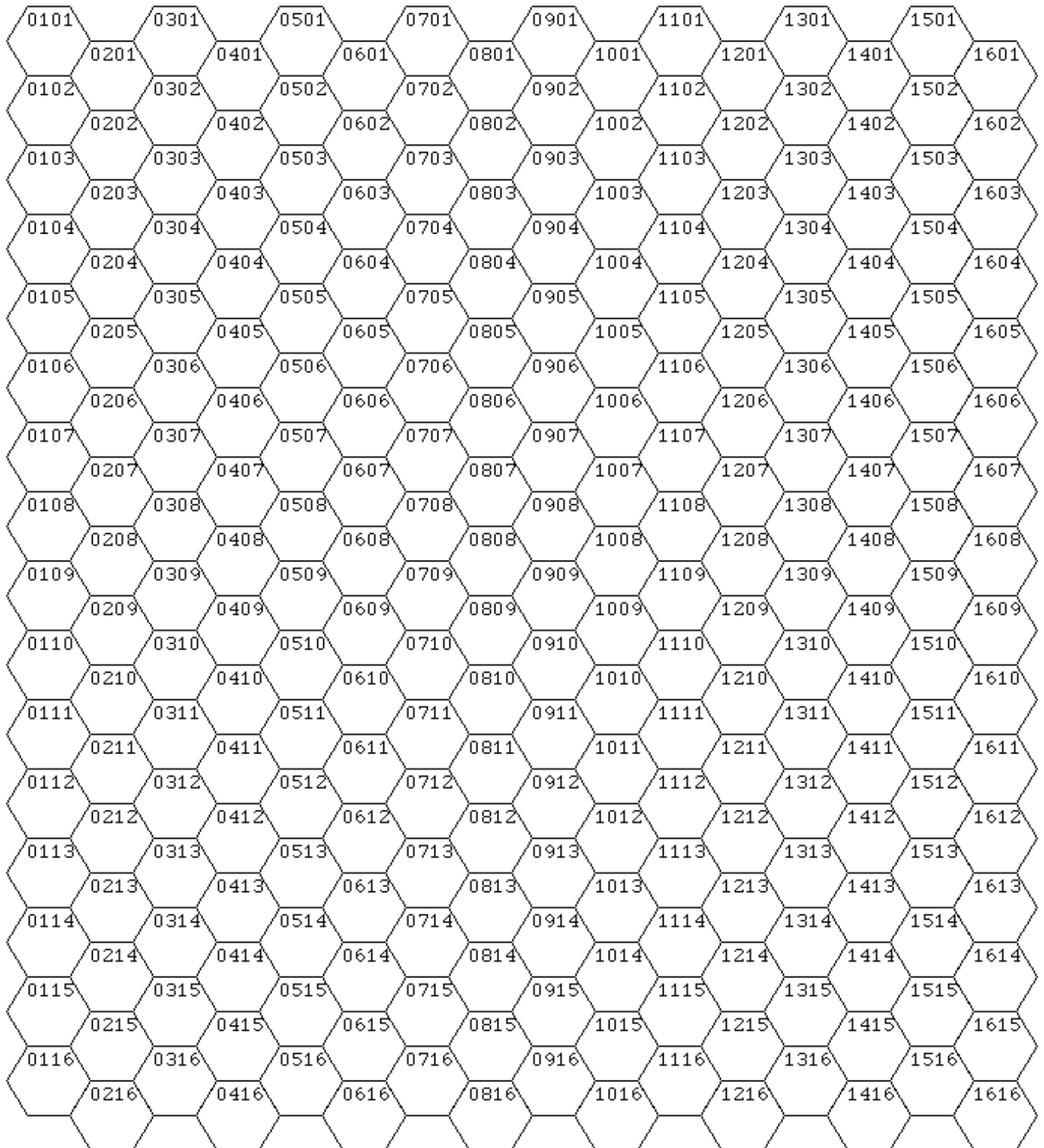
Code	Parameters	Description
RL	EP-amount	Requests a loan or EP amount. Max loan is 5 times current stock.
RM	ON or OFF	Sets Reversed Moves ON or OFF.
RO	ON or OFF	Sets Reversed Orders ON or OFF.
US	sector-hex	Strips all fortifications of the site but leaves you in control.
VT	ON or OFF	Turns Veteran Mode ON or OFF.
Starbase Orders		
SC	sector-hex	Starbase in hex makes a scan for cloaked ships.
SE	Sector-hex	Requires a Warbase to use. Warbase in hex reports prospecting value of all hexes in its sector. Requires three Starbase Order lines and 100 EPs to work.
SF	sector-hex	Scans hex for complete fleet contents. Uses two Starbase Order lines.
SH	sector-hex	Scans hex for terrain type and defenses.
SJ	sector-hex	Defends hex from scans by SH, SV or SF.
SL	sector-hex target hex # of drones	Makes drone bombardment attack on target hex by launching number of drones from the Starbase specified in the first two parameters.
SM	sector-hex	Starbase in hex makes scan for monsters in its sector.
SP	sector-hex	Starbase in hex earns passive defense bonus of 20% to its DF.
SV	sector-hex	Scans hex for value and owner.
SX	sector	Makes a ship scan of any sector. Requires three Starbase Order lines.

Appendix P – Sector Special List

Type	Description
Academy Capital	This is similar to the Academy Center minor site that sometimes appears in wild sectors and provides a random legendary officer each turn to its owner. The Academy Capital, however, provides a Legendary Captain each turn, at a cost of 25 PE from the site's original value (the amount will already have been subtracted when you look at the site, so you don't actually have to do any math).
Advanced Notifier	This causes all your survey ships (including ships in survey mission) to act as notification ships (N-variants) as well.
Advanced Scanner	This Sector Special improves the power of your SH orders. SH will no longer be blocked by Scan Jamming, and will produce the same information that SV does. As a bonus, if you scan a Stargate, you will learn its destination.
Advanced Refitter	This gives you access to the XFIT order as explained in the Die-Hard Game rules.
Advertising Agent	Provides at least three bonus ship ads every turn, all of which will be for ships which have already become available.
Auto-Cloaker	If you have this Special, all your ships with the cloaking device will cloak out at the end of their turn, without having to use the CLOAK order. However, you will be charged 1 point of Dilithium for each ship which does this (of course, you won't be billed if your ship is already cloaked or has a hidden cloak, when that technology becomes available), assuming it is not in cloak-disrupting terrain.
Battle Training Enhancer	While you own this Special, all your ships are assumed to have a crew level 1 point higher (max 9) for purposes of attacking only. This doesn't help your defense and won't give you access to any other special crew abilities.
Bombardment Targeter	This nifty Special eliminates all range penalties associated with long-range drone bombardment! However, BOMB orders can still be issued only in the same sector as your target.
C&C Facility	This site provides one bonus order to your Corporation every turn (giving you 11 orders) at no cost. If you then buy more orders (with BO) you get 21. If you use BO PERM, you gain a second bonus order for a total of 22. Note: You cannot buy more than 20 ships in any turn, no matter how many orders you have.
Cloak Black Market	This Special allows you to put cloaking devices on any ship you buy, regardless of race, just by adding the CLOAK parameter to the PS order as explained in the rulebook. The usual cost is still charged for this (it isn't free).
Cloak Penetrator	This causes all your scouts to act as though they were crew level 9 when issuing the SCAN CLOAK order.
Combat Supercomputer	This makes your Combat Tactics settings unnecessary, as all your ships are assumed to be using the best tactics for their race (even in mixed fleets).
Corporate Spy	This gives you all 12 "Best Corps" lists every turn at no cost (after those lists normally appear) and also gives a list of all primary races in use by players (if applicable) every turn.
Council Trading Official	This Special allows you to issue the TE order every turn (for the usual 10% trading fee, of course).
Counterespionage Unit	This gives you an automatic Espionage Countermeasures every turn, without the need to issue the EC order. The cost is one-tenth of your stock value.
Dragon Hatchery	While you own this site, you can purchase one space dragon each turn (of any size you choose) exactly as if it were a regular ship. Should you get the "buy any monster" event, it supersedes this Special for that turn only, allowing you to buy as many as you want.
Facilitator	This allows your generic ships to switch to the F mission regardless of their crew level.
Fighter Academy	This gives all your fighters a +1 combat bonus when attacking (but not when defending). This is cumulative with the effects of legendary officers.
Fighter Merchant Connection	You gain a connection with a fighter provider, and all fighters you buy while you own this site will cost only 4 EPs, not 5. The random variation in cost disappears (while you won't see the occasional 3-EP fighter, you also don't take the risk of getting them at 6 or 7 EPs, either).
Fleet Training Center	This gives you access to improved training methods, allowing your ships to train up to level 7 (for 60% of the ship's base cost, paid in PE). If you have a Prime Team on a ship, you can train all the way up to level 8!
Fortification Hardener	All FS orders (but not FA orders) you issue add a bonus 10%. Thus, FS 00 0101 200 would add 220 points of fortifications, not 200.

Type	Description																																																												
Heavy Scout Channels	This causes all of your scouts to act as heavy scouts for all purposes.																																																												
Industrial Center	These sites create miscellaneous items for you automatically each turn, during the Income Phase. You will receive 1-4 fighters, 2-5 commandos, 2-5 T-bombs, and 2-12 heavy drones, plus a decoy every other year (on odd-numbered years). In Y180 and after, you will receive 1-2 PFs as well.																																																												
Integration Center	This allows your generic ships to change missions at will, without the need for a base or integration ship.																																																												
MRS Development Center	This gives free MRSs to any ships you buy which are capable of carrying one. In addition, the 15% bonus they usually provide for defense now also applies toward offense.																																																												
PF Academy	As the Fighter Academy, with respect to PFs.																																																												
PF Merchant Connection	You connect with a PF merchant, who can supply you with PFs while you own the site. Even if it is not yet Y180, you can buy PFs (at a cost of 25 EPs each, though). The cost drops to 20 EPs in Y180 and 18 EPs in Y181 and thereafter. You never need worry about random variations in cost.																																																												
Orion Pirate Association	This useful Special gives you the ability to buy Orion ships (even if Orions aren't one of your primary races, if applicable) at a 10% discount. In addition, they automatically receive free cloaking devices!																																																												
Raider Patron	He adds a bonus of 10% to all raiding you perform provided the site you raid is owned by a Corporation other than yours (uncontrolled sites don't count).																																																												
Refit Center	This allows your ships to use REFT without the need for a base (and XFIT too, if you're in a DH-game or have the previously listed Sector Special).																																																												
Site Deactivator	This gives you access to one Deactivate Hex (DH) order every turn for 50 EPs (paid when you issue the order, if you choose to do so). DH deactivates the terrain's movement-entry effects only for the duration of the game.																																																												
Ship Ager	This Special causes all your ships to age 2 years every turn instead of 1. This allows you to use upgrades sooner and increases the rate at which 15-turn improvements occur. If you own a Replicator monster, it can divide all the faster!																																																												
Ship Broker	This allows you to buy any one ship of a year of availability up to 5 years ahead of time. This must be the first ship you buy, and doesn't eliminate any other penalties such as primary race restrictions and the like.																																																												
Ship Upgrader	This improves your UPGR orders, doubling the increase in ship combat factors. It does not improve the number of optional items or other benefits of UPGR, however.																																																												
Site Restorer	During Income Phase of any turn, all your devastated sites are automatically restored (for free), though they won't produce income on that turn. While handy, this Special has limited utility if you aren't facing opponents who choose to devastate your sites.																																																												
Spy Ring	This Special allows you to use one Espionage order for free each turn (the first ES order you issue). This order will penetrate any countermeasures, but you must then pay a cost of one-half the usual fee.																																																												
Stellar Domination Ship Broker (**)	Provides your Corporation limited access to these powerful battleship variants. Stellar Domination Ships are available for purchase so long as you own this site, subject to the usual racial and year of availability restrictions. All are Specialty Ships, so you can only buy one per game, and are treated as K-variants. They share the same combat statistics as their race's battleships except as noted on the table below: <table border="1" data-bbox="360 1436 984 1877"> <thead> <tr> <th>Class</th> <th>Cost</th> <th>Year</th> <th>Ftrs</th> <th>PFs</th> <th>HD</th> </tr> </thead> <tbody> <tr> <td>F-SDS</td> <td>358</td> <td>180</td> <td>36</td> <td>0</td> <td>12</td> </tr> <tr> <td>G-SDS</td> <td>392</td> <td>182</td> <td>12</td> <td>6</td> <td>0</td> </tr> <tr> <td>H-MNS</td> <td>402</td> <td>180</td> <td>18</td> <td>6</td> <td>0</td> </tr> <tr> <td>I-SDS</td> <td>375</td> <td>183</td> <td>12</td> <td>6</td> <td>0</td> </tr> <tr> <td>K-B11S</td> <td>400</td> <td>181</td> <td>12</td> <td>6</td> <td>24</td> </tr> <tr> <td>L-SDS</td> <td>350</td> <td>178</td> <td>12</td> <td>6</td> <td>0</td> </tr> <tr> <td>R-TCS</td> <td>430</td> <td>182</td> <td>12</td> <td>6</td> <td>0</td> </tr> <tr> <td>T-NBS</td> <td>392</td> <td>180</td> <td>12</td> <td>6</td> <td>0</td> </tr> <tr> <td>Z-SDS</td> <td>360</td> <td>181</td> <td>12</td> <td>6</td> <td>56</td> </tr> </tbody> </table>	Class	Cost	Year	Ftrs	PFs	HD	F-SDS	358	180	36	0	12	G-SDS	392	182	12	6	0	H-MNS	402	180	18	6	0	I-SDS	375	183	12	6	0	K-B11S	400	181	12	6	24	L-SDS	350	178	12	6	0	R-TCS	430	182	12	6	0	T-NBS	392	180	12	6	0	Z-SDS	360	181	12	6	56
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Appendix Q - Blank Sector Map



Appendix R - The Greater Magellanic Cloud Map

00	10	20	30	40	50	60	70	80	90
01	11	21	31	41	51	61	71	81	91
02	12	22	32	42	52	62	72	82	92
03	13	23	33	43	53	63	73	83	93
04	14	24	34	44	54	64	74	84	94
05	15	25	35	45	55	65	75	85	95
06	16	26	36	46	56	66	76	86	96
07	17	27	37	47	57	67	77	87	97
08	18	28	38	48	58	68	78	88	98
09	19	29	39	49	59	69	79	89	99