

Sector Specials

Name Academy Capital

Description The ACADEMY CAPITAL provides a Legendary Captain each i turn, at the same time you receive income from the site. iWhen this is done, 50 EP(PE) resources are subtracted ifrom your treasury to pay for this acquisition. (Note: If iyou wish to turn this automatic production off, you must idrop the site or devastate it.)

Name Advance Notifier

Description The ADVANCED NOTIFIER Sector Special provides advance i knowledge to your survey ships. Any survey vessel i(including those in survey mission) is treated as a inotification ship (N-variant) as long as this site is iowned.

Name Advanced Refitter

Description The ADVANCED REFITTER is an ancient technological device i which can provide a major boost to the power and speed of iyour ships. To take advantage of it, a ship should use ithe XFIT order while at a base (only bases can be used). iFor a cost of 50% of the ship's base price, paid in EPs, ithe ship gains +1 speed (max 6) and +20% to all combat istats and hit points! This order can be used with no year irestriction (even if you're in a game where it is inormally limited) but your ship must be at least 10 years iold to use the order. The XFIT order is available only ias long as you own this Sector Special.

Name Advanced Scanner

Description The ADVANCED SCANNER improves the power of your Starbase iscanning orders. While you own this site, the SH order i(but not any other scan order) will not be blocked by iScan Jamming, and will produce bonus information equal to ithat provided by the SV order. In addition, if you scan a iStargate with the SH order, you will learn its idestination.

Name Advertising Agent

Description The ADVERTISING AGENT is able to feed you extra ship i advertisements every turn. The number you'll get will be irandom, but will be at least 3 bonus ads (and all of ithese will be for ships which have already become iavailable).

Name Auto-Cloaker

Description The AUTO-CLOAKER automatically cloaks every cloak-capable ship you own after it makes its final move of the turn, without requiring the use of the CLOAK order (and assuming your ships are not in cloak-disrupting terrain). For each ship so cloaked, you are charged a fee of 1 IEP(DC). If your ship is already cloaked out, there's no fee, of course. (Note: If you wish to deactivate this feature, you must drop the site or devastate it.)

Name Battle Training Enhancer

Description The BATTLE TRAINING ENHANCER provides your ship crews with bonus abilities while on the offense. While you own this site, your ships are assumed to have a crew level 1 point higher than their listed values (max level 9) when attacking. This doesn't provide any other special crew abilities, however.

Name Bombardment Targeter

Description The BOMBARDMENT TARGETER is a Sector Special which directs long-range drone bombardment with great precision. For as long as you own this site, your bombardment attempts suffer no range penalties.

Name C&C Facility

Description The COMMAND & CONTROL (C&C) FACILITY is a special site which provides additional orders to your Corporation. If you own this site at the end of your turn, you'll receive one extra miscellaneous order at no cost, giving you 11 orders instead of 10. If you use the BO order for more orders, you can still ask for ten more, giving a total of 21. In addition, if you use BO PERM, you'll receive another extra order, for a grand total of 22 orders. If you lose the site between turns, you'll still get the bonus orders (since they are on your orders sheet), but they will be lost thereafter until the site is recovered.

Name Cloak Black Market

Description The CLOAKING DEVICE BLACK MARKET is a site where cloaking devices are produced and sold. While you own this Sector Special, you can put cloaks on any of your ships (regardless of race). When buying a ship, simply use the CLOAK parameter to the PS order, and to install a cloak on an existing ship, use GETC. Note that the price of the cloak is still charged - this Special does not make it free!

Name Cloak Penetrator

Description The CLOAK PENETRATOR is a carrier wave you can use as long

as you own the special site you found this turn. All of your scouts are considered to be crew level 9 when using the SCAN CLOAK order.

Name

Combat Supercomputer

Description

The COMBAT SUPERCOMPUTER is a powerful device that allows your ship crews to benefit from its advanced tactical decisions. While you own this site, all your ships (regardless of race) are assumed to be using the "correct" battle tactics when attacking (but not when defending). This works regardless of your actual combat tactics settings.

Name

Commando Support Facility

Description

The COMMANDO SUPPORT FACILITY is a centralized management operation for ground operations. While you control this site, none of your commandos cost anything to support. In addition, they gain +1 on all their combat abilities. You can also purchase them for only 2 EPs apiece. (Note: This sector special's abilities do not include Prime Teams.)

Name

Corporate Spy

Description

The CORPORATE SPY lives on a site with a Sector Special. While you own this site, you automatically receive all 12 Best Corps lists (when available), at no cost. In addition, you'll get a list of the primary races in use by players every turn, instead of every 12 turns.

Name

Council Trading Official

Description

The COUNCIL TRADING OFFICIAL Sector Special lives on a particular site, and if you own that site, you can issue the TE order every turn (not just every fourth turn)! The usual fees associated with the TE order are still charged, however. Note that if you lose this site between turns, any TE orders you give will not function. The Special operates only if you own the site at the time the TE order is given.

Name

Counterespionage Unit

Description

The COUNTERESPIONAGE UNIT is a group of elite counterspies who automatically block any espionage orders against your Corporation every turn! Thus, while you own this site, you benefit from the equivalent of an EC order each turn. There is a cost, in EPs, of one-tenth your stock value to fund the spies. In order to deactivate this ability (if you wish to do so), you must drop or devastate the site.

<i>Name</i>	Dragon Hatchery
<i>Description</i>	The DRAGON HATCHERY is a special site which, while owned, allows you to purchase one space dragon monster each turn (of any size you choose). There is no price fluctuation - it will cost the amount shown in the Ship List. Should you get the "buy any monster" random event while this site is owned, it supersedes this Sector Special for that turn only, allowing you to buy as many dragons as you need (and can afford).
<i>Name</i>	Facilitator
<i>Description</i>	The FACILITATOR is a top-secret piece of hardware provided by a Councilor who vacations on a special site you just located. As long as you own this site, you can switch your generic ships to the Facilities (F) mission regardless of their crew level. If you later lose this site, any generic ships in F-mission can keep it, but if they change out, they can't change back until you retake the site (or they reach crew-9).
<i>Name</i>	Fighter Academy
<i>Description</i>	The FIGHTER ACADEMY increases the combat abilities of all your fighters. All fighters gain a bonus of +1 to their AF when attacking ONLY. This is cumulative with the effects of legendary officers!
<i>Name</i>	Fighter Merchant Connection
<i>Description</i>	The FIGHTER MERCHANT CONNECTION gives you a special rapport with a fighter provider. While you own this site, all fighters you buy will cost only 4 EPs, not 5, and are never subject to random price fluctuations.
<i>Name</i>	Fleet Training Center
<i>Description</i>	The FLEET TRAINING CENTER allows your ships access to improved training methods. You are permitted to use the ITRNG order to advance any ship's crew level to 7 (at the cost listed in the rulebook, i.e., 60% of the ship's base price). In addition, a ship of crew level 7 with a Prime Team can train to level 8 if desired (the price for this should be obvious). Note that this Special is NOT cumulative with the similar random event.
<i>Name</i>	Fortification Hardener
<i>Description</i>	The FORTIFICATION HARDENER provides advanced metallurgy techniques that improve the armor of fortifications you build. While you own this site, any FS (but not FA) orders you issue

receive a bonus 20%. Thus, the order "FS i00 0101 200" would spend 200 EPs on fortifications but would result in the addition of 240 points to your defenses.

Name

Heavy Scout Channels

Description

HEAVY SCOUT CHANNELS are provided by a special advanced facility. While you own this site, this Sector Special makes all your scouts act as heavy scouts for all purposes.

Name

Industrial Center

Description

The INDUSTRIAL CENTER is a site which produces extra items for you each turn. In the Income Phase, you will gain 1-4 fighters, 2-5 commandoes, 2-5 T-bombs, 2-12 heavy drones, and (when available) 1-2 PFs. During odd-numbered years, you will also receive a free decoy. No production is possible if the site is devastated, however.

Name

Integration Center

Description

The INTEGRATION CENTER allows your generic ships the ability to change missions every turn, without the need for a base. There is no cost for this (other than the usual pulse of movement). No other benefits of Integration are received, however.

Name

Mega-Battleship Producer

Description

The MEGA-BATTLESHIP PRODUCER permits your Corporation access to a special supership known as the C-MBB (Mega-Battleship). While you own this site, you can issue the BB order to start production on one of these monstrosities, which has AF 200, DF 200, SF 150, and HP 1250. It also carries a space control ship's worth of optional items and comes fully loaded, and sports aegis defenses and a speed of 4. Plus, it even includes a displacement device so you can get it to your front lines quickly. The only problem is, the ship is so huge it takes four turns to build one! When you issue BB, you begin a 4-turn cycle in which you spend 300 EPs every turn (at the beginning of the turn, before all orders are issued) towards construction. After the last turn is complete, the ship appears at your Home Office. Note: You can buy more than one C-MBB with this Sector Special, but can only have one in production at a time. Issuing the BB order again while another is in process will have no effect. Also, if you lose this Sector Special while a C-MBB is in process, it will not be lost (once you start it, you don't need to own the site to finish it).

Name

Mine Warfare Center

Description

The MINE WARFARE CENTER automatically provides all your ships with free T-bombs when you buy them (i.e., it has the same effect as the FT order). If you already have FT activated, your Corporation will be provided with bonus iT-bombs when you buy a new ship. The amount of extras gained will be equal to one-half the number the new ship normally carries (double this for Andro ships).

Name

MRS Development Center

Description

The MRS DEVELOPMENT CENTER is a special business dedicated to the improvement of MRSs. While you own this site, any ship you buy will receive a free MRS (if it is capable of using one). In addition, the 15% bonus they normally apply towards defense only is now applied to both attack AND defense! There is no improvement to their damage absorption ability, however.

Name

Orbital Casino

Description

The ORBITAL CASINO is an immense structure dedicated to the art of risking money to make money. At the end of every turn in which you own one of these Sector Specials, you will automatically gamble your highest resource at the Casino. The results are unpredictable, but range from losing everything to doubling or even tripling your total. If you do not wish to gamble your resources, either arrange to have none left over, or drop/devastate the site. Gambling takes place after all purchases and expenditures but before a Resource Equalizer takes effect.

Name

Orion Pirate Association

Description

The ORION PIRATE ASSOCIATION is a special connection with the pirates. While you own this site, you may buy Orion ships as though they were one of your primary races (if applicable) and their costs are reduced by 10%. In addition, they automatically receive cloaking devices at no cost!

Name

PF Academy

Description

The PF ACADEMY provides enhanced training to your PF crews. All PFs gain a bonus of +3 to their AF when attacking (it does not help on the defense or for those stationed on bases). This is cumulative with any legendary officer benefits!

Name

PF Merchant Connection

Description The PF MERCHANT CONNECTION links you up with a dealer in fast patrol ships, who provides you with special access to his wares. While you own this site, you are permitted to issue the BP order before Y180, but must spend 25 EPs each on PFs before that year. In Y180, PFs cost you exactly 20 EPs, and after then, the cost drops to 18 EPs. These prices are never subject to random fluctuations.

Name Raider Patron

Description The RAIDER PATRON lives in his chateau on a site you've just located. As long as you own this site, he'll pay you a bonus equal to 10% of all the raiding you perform, provided the site is owned by a Corporation other than your own (uncontrolled sites, or sites you own, don't provide the bonus). This amount will be added to your raiding income on the following turn in the usual fashion.

Name Refit Center

Description The REFIT CENTER is a sector special which provides high-speed access to the REFT order. If you own this site, your ships can use REFT without the need to use a base (and, if the XFIT order is available in your game or through another Sector Special, the same goes for that order). The cost and other requirements of REFT/XFIT are not altered, however.

Name Resource Equalizer

Description The RESOURCE EQUALIZER is a team of merchants working to keep your funds better organized. So long as you own this site, at the end of every turn your remaining resources will be redistributed evenly amongst each other. There is no fee for this service, but any fractional remainders are dropped. (For example, if you had 103 PE and 0 of everything else, the Equalizer would change this into 25 of each resource.) There is no way to deactivate this automatic service without dropping or devastating the site. (Note: In games where players are allowed to select their own sector specials, the Resource Equalizer is not available.)

Name Ship Ager

Description The SHIP AGER is a computer virus that feeds into the Galactic Council's ship databases, causing all your ships to "age" (at least in their records) by 2 years each turn instead of 1 year. This will make upgrades available sooner, and 15-turn improvements will happen all the faster. It's also a real benefit if you happen to own a monster of the Replicator family! Note: Ship aging happens

immediately before any movement, so you won't receive any benefits until the turn after you capture this Sector Special.

Name

Ship Broker

Description

The SHIP BROKER is a special procurement agent who can requisition ships for you before they are normally available. If you own this site, the FIRST ship you buy each turn (and only that ship) can be of ANY year of availability. This does not permit you to break other rules such as primary race restrictions, limitations against purchasing Frax or Monsters, and the like. If you get the random event which provides the same ability, it and this Sector Special are not cumulative!

Name

Ship Upgrader

Description

The SHIP UPGRADER is an advanced device that improves the upgrades performed by the UPGR order. While you own this site, the UPGR order doubles the additions to the AF, DF, ISF, and HP of your ships, at no additional cost. It does not improve the amount of extra items added to the ship, however.

Name

Site Deactivator

Description

The SITE DEACTIVATOR is capable of turning off the movement-related terrain effects of sites. While you own this Sector Special, you can issue the Deactivate Hex (DH) order once per turn, at a cost of 50 EPs (if you get the random event that provides this ability, the cost is nullified, but you don't get to use the order twice). The movement effects of that terrain (including Stargates) is then deactivated for the rest of the game! The DH order should be followed by the sector and hex of the site you want to deactivate.

Name

Site Restorer

Description

The SITE RESTORER is an automated transwarp-capable ship which travels each turn (during Income Phase) to each of your devastated sites, restoring them to full production at no cost to you. Restoration takes place after income is collected, however, so they won't produce anything on the turn they are undevastated. This ship operates only while you own the Sector Special of the same name. It doesn't appear on your Ship List, and you cannot give it any additional orders.

Name

Spy Ring

Description

The SPY RING represents a single group of spies who will carry out any one mission you wish each turn. After the IES order becomes available, the Spy Ring allows you to execute your first such order free (regardless of which mission you choose). If the target Corporation is using countermeasures against you, these are penetrated, but you must then pay a cost equal to one-half of the listed espionage fee. Obviously, this ability can be used only once per turn (only on the first ES order you use).

Name

Stellar Domination Ship Broker

Description

The 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:

Class	Cost	Year	Ftrs	PFs	HDs
F-SDS	358	180	36	0	12
K-B11S	400	181	12	6	24
R-TCS	430	182	12	6	0
Z-SDS	360	181	12	6	56
G-SDS	392	182	12	6	0
T-NBS	392	180	12	6	0
H-MNS	402	180	18	6	0
L-SDS	350	178	12	6	0
I-SDS	375	183	12	6	0