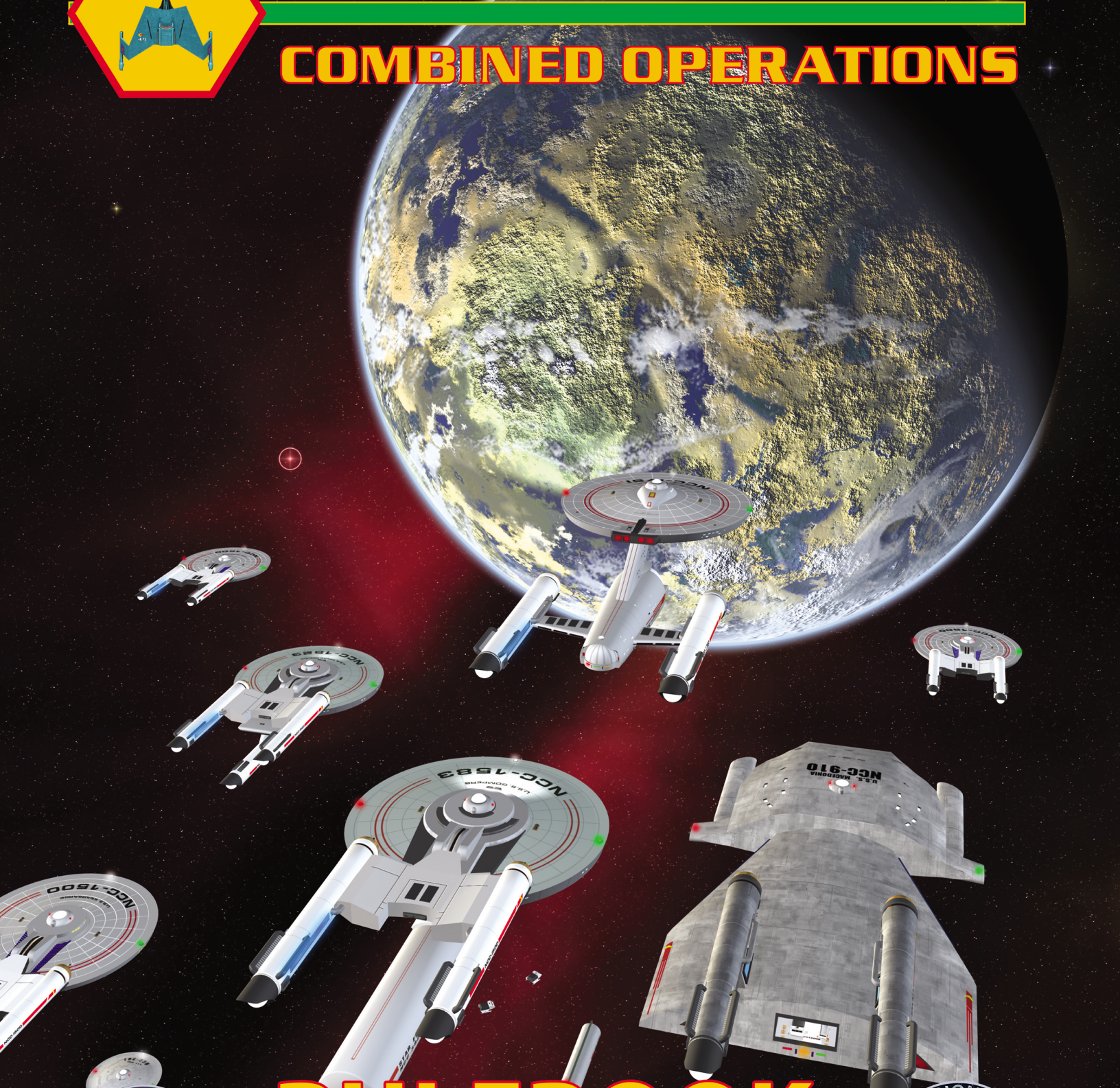




Federation & Empire

COMBINED OPERATIONS



RULEBOOK

2021 EDITION



COMBINED OPERATIONS

100 INTRODUCTION (2021)

(107.0) INTRODUCTION

Being an expansion of the *F&E* game system, this product is designed to work with *F&E-2K* and cannot be used without it. With some minor glitches, it will work well enough with previous editions of the core *F&E* game.

This product includes many new concepts (stasis field generators, electronic warfare, light tactical transports, monitors, special units, and Marines), which enhance play value by providing players with new ways to destroy their enemies.

This product is a combination of two earlier *F&E* expansions: *Special Operations* (published in 1993) and *Marine Assault* (published in 1995). Both were part of the *Deluxe F&E* edition of that decade. After we completed *F&E2K* and *Advanced Operations*, we set about to issue new rulebooks for the two old expansions (*SO* and *MA*) and decided it was simpler to merge them into a single product. *Combined Operations* seemed a natural title. We added some new rules material and a new countersheet.

In June 2021, the top *F&E* players held their annual meeting (Stratcon) in Amarillo, which made it possible for this and three other books to be efficiently updated. This is the Stage 7 update.

(107.1) COMPONENTS

A complete copy of *Combined Operations* includes:

- This rulebook.
- Four copies of Countersheet M, which was originally used in *Marine Assault*. Indeed, these counters in *Combined Operations* will say "*Marine Assault*" for many years as we use up existing inventory.
- One copy each of countersheets H, K, and L (originally from *Special Operations*).
- One copy of countersheet T+U, a new sheet of special play-aid counters created for *Combined Operations*.

(107.2) NEW FLEET CHARTS

Four new fleet charts are provided:

- #1: Six Federation (Battle Fleet, Carrier Fleet One, Expeditionary Fleet, Reserve Fleet, Task Force Kosnett, Task Force Stocker), Alliance Fleet One, Alliance Fleet Two.
- #2: Four Kzinti (Olympus Fleet, Titan Fleet, Expeditionary Fleet, Constable's Fleet), and four Gorn (5th Fleet, 7th Fleet, Expeditionary Fleet, Vengeance Fleet)
- #3: Six Klingon (Northwest, Northeast, Southwest, Southeast, Imperial Reserve, Blue Fleet), and two Coalition (Combined Fleet, Joint Fleet)
- #4: Four Romulan (Rolandus, Tiercellus, Tholian Border Squadron, Fleet of The East), and four Lyran (Golden Fang, Bloody Claw, Night Roar, Dark Storm)

These charts are used in the same manner as those in the basic *F&E* game, although, of course, they have two empires per sheet. The "Coalition" and "Alliance" fleets can be used for any empire in those groups or for a truly allied fleet.

(107.3) TABLE OF CONTENTS

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(107.4) FACTORS ON THE COUNTERS

In *Combined Operations*, two new "special" symbols are used on some of the counters.

- A** = Indicates that the ship has a Stasis Field Generator (312.0).
- G** = Indicates that the ship has a ground combat force on board (521.21).

(107.5) COUNTERS

Five "EW Status" counters are provided on Sheet H, designated +2, +1, 0, -1, and -2. These can be used to record the current status of EW (313.0) in a given battle. Alternatively, several EW counters are provided on Sheet T+U. These can be used to mark scouts (particularly as some of them have several options for EW strength).

Markers are provided for the special Federation fighter squadrons, HDW and tug missions, cloaked movement stacks, SIDs steps, Marine battalion coins, out of supply, PF coins, battle hexes, and other self-explanatory uses.

Counters are provided for police ships, FRDs with fighter modules, planetary ground bases, fighter modules, that weird Hydran supply tug, heavy fighters, and other things.

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(107.6) SETUP CHARTS

Federation & Empire is a huge game, and the designer thought that giving you a chart to help count the counters for any scenario was a good idea. Players felt it was more trouble than it was worth (and a source of many mistakes that were too hard to correct), and so we eliminated these from the 2021 edition.

(107.7) DESIGN CREDITS

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This product is published by:
 AMARILLO DESIGN BUREAU, INC.
 POST OFFICE BOX 8759
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Include a stamped self-addressed envelope with all rules questions, submissions, or other inquiries. Most of the information which players seek (e.g., product schedules) is available free on our website.

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DEDICATION

The 2004 Edition is dedicated to Christopher R. Cole, a loyal employee, brother, and friend who died too soon.

The 2021 Edition is dedicated to staffer Ray D. Olesen, a valued member of the original SFU staff and a friend who left us and his family far too soon.

END (107.0)

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