

F&E MOVES ON!

This product happened over ten years, but was done in only one day.

An *F&E* fan asked us to compile all of the data for that game from all of the issues of *Captain's Log*. We went back to #20, which was the first issue with information about the *F&E2K* edition.

A key decision was made when we decided to print this product: it had to be done with as little "work" as possible so as not to delay *F&E 2010*. That means that nothing here was updated, edited, or corrected. What's here is *exactly* what was in the old issues, even if we have known for years that the old issues contained errors or mistakes. We did make an effort to include the list of known mistakes.

CAPTAIN'S LOG STAFF

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AFTER ACTION REPORTS

CAPTAIN'S LOG #21

FEDERATION & EMPIRE 2000

- (103.22) Should refer to (502.92) not (502.652).
 (104.2) Hydrans and Tholians no longer share fleet charts.
 (105.0) The Non-Phasing player can also perform carrier retrogrades in Step 6.
 (203.8) Should refer to (504.2) not (504.1).
 (303.5) Kzinti CLs should be listed under the CWL rule.
 (432.42) Should refer to (600.2) for PF deployment.
 (432.5) Should refer to (502.95) for F-15s.
 (433.3) Reference should be to (431.37) not (431.36).
 (433.31) Lyrans cannot get maulers until Y170. Feds cannot build NAC earlier than its service date.
 (502.65) Fed PFT service date is Y181 not Y171.
 (509.5) The Hydran supply tug can be considered a source of supply for ships retreating in the same force.
 (511.321) Costs are not doubled on 2nd and 3rd turns.

SHIP INFORMATION TABLES

Fed SCS conversions should all be +48 not +30. CLE can be unconverted for 1 point. Klingon: 3D5V attack factor 16. Kzinti: CLE crippled factor is 1-3. MEC service date is Y169. EFF service date is correct; CVE groups prior to this date used standard FFs.

CAPTAIN'S LOG #22

CL#22 After Action on CL#21: None.

CAPTAIN'S LOG #23

The *F&E* section, for reasons nobody understands, was found to be highly interesting by non-F&E players. In the scenario, if there is no BATS in 2609 Red Fur can start at the closest Fed BATS. There is ongoing debate as to whether Red Fur really needs his entire force to automatically be in every combat round, but that *is* the rule. A B10A, B8A, or SBA with only one SFG uses the 1-2-3 lines. The worst result is variously called "total disaster" or "breakdown" but trust us you don't want either. The Gorn Gimmicks article refers to an escort rule in the ExFix section that isn't actually in the ExFix section. The Monitors are Better than Bases term paper was approved by the judges before the *CL#21* errata made it harder to do. Papers get used in order of data and grade and sometimes after being graded might wait a year to get printed.

CAPTAIN'S LOG #24

In (699.7) The Feds, Klingons, and Tholians can have ten Prime Teams.

CAPTAIN'S LOG #25

The updates for the *F&E* rules are covered in the *F&E* section on page # 103.

CAPTAIN'S LOG #26

Players who asked for and got the ISC Playtest Counters for *F&E* spoke highly of them, and particularly that they were printed "head to head" so you only had to fold the front and back halves together.

CAPTAIN'S LOG #27

Heavy fighter replacement pods were created because FCRs could not, themselves, provide replacement fighters to carriers. The rule in *Advanced Operations* saying they could (530.121) has previously been reported as in error.

F&E: In (672.4), the Klingons get the 13 EPs for the KC9R if they deliver it. The Hydran DWG should have one fighter factor.

In the After Action for *AO*: In (524.23), the intent got reversed;

PFs can transfer *into* but *not out of* CPFs. This prevents them from being used as simply refills for PFTs. (523.134) = 'BSs' should be 'BATs'. (530.225) = should refer to *CO* (517.36) [Klingon or Kzinti VHP acting as VAP pods].

In the Federation Early Entry rules, they are required to build their standard PWC just as in any other scenario (i.e., no substitutions; they don't have ESP to predict a war). Remember that Hydran arrival happens during Operational or Retrograde movement, after Production is finished. If they arrive in Operational Movement, the Feds can do their own Operational Movement (and Strategic Movement), but if they arrive by Retrograde, only Strategic Movement could happen on that turn.

CAPTAIN'S LOG #27 errata for COMBINED OPERATIONS

Everyone was happy with *CO* (most of all that it got published!) and liked the new counters. Everybody was happy to have years of nagging questions about *Marine Assault* answered. The *CO* counter factors for police ships take precedence over *AO*. We decided to include a generic fleet chart instead of one specific for the new Hydran fleets as this would help everyone move forward.

(312.233) "Another attempt" should be "a previous attempt".

(312.283) Delete irrelevant reference to (312.22).

(312.44) Reference (313.231) should be (313.21).

(313.21) Add reference (308.6) to end.

(443.24) As (515.43) only allows two escorts, only two escorts could reduce the loss to a raider.

(517.21) Add to pods list: N (troop), P (PF replacement), Q (space control), R (VHP), S (scout).

(519.12) Reference (763.0) should be (701.0).

(520.1) Reference (763.0) should be (701.0).

(520.22) SAF initial movement is at no cost, but subsequent movement counts as three ships.

(520.61) Reference (508.122) should be to (508.123).

(521.35) Reference (321.393) should be (521.393).

(521.43) Reference (512.34) should be (521.34).

(531.121) For reference, the number of police ships on the TU countersheet (and maximums in play) are: Fed 5(25), Klingon 5(25), Romulan 4(20), Kzinti 4(20), Gorn 4(20), Tholian 0, Orion 0, Hydran 3(15), Lyran 4(20).

(616.31) Raids (314.0) would not activate the Coalition.

(756.0) Add Base Station to non-ship units.

(756.1) Add Commercial Convoy to slow units.

(756.2) Add Base Stations to Strategic Movement Nodes.

EW Summary: Federation, add E2 SWAC (1 EWP) and E3 Heavy SWAC (2 EWPs). Klingon Tug+SCP is overloaded. Kzinti Tug+SCP is overloaded. Gorn Tug+SP+Pod is overloaded. For Lyran Tug+2xKSP see (317.53). Reference (317.53) for LTTs and (517.4) for overloaded tugs.

Counters: Fighter Module counters provided are two and four modules. Single modules have 3 fighter factors.

Kzinti HDW-D should have AF+1.

THE DEPARTMENT of STRATEGIC STUDIES

January: Advanced Operations

Last issue, we were pleased to inform you that the Board of Directors had decided that the next product for F&E would be Advanced Operations. This issue, we're thrilled to advise you that this product now has a definite schedule for release next January. We are all excited about this as it will be the first new F&E product in five years.

Advanced Operations will be built around X-ships, independent PF Flotillas, and other "late war" materials. The exact mix of rules is not yet known, as it has to "fit" on several levels:

- The overall impact must be balanced between the Coalition and the Alliance, rather than tilting to one side or the other.
- The various components must seem to "fit together" into a cohesive presentation on the theme of "advanced operations".
- It has to fit into the package and price point. We probably won't have police ships, for example, due to the number of counters which it would take to present them.

Work is progressing on this project. Some rules (raids, admirals) seem likely to be included. Others (commercial convoys, building new shipyards) are unlikely choices.

There is a bit more news. We ran out of 1993 F&E rulebooks and will release a reprint this fall including all of the errata and rules changes to date.

SAF SEQUENCE EXPLAINED!

Players recently prevailed upon ADB, Inc. to explain the sequence of play as it relates to Special Attack Forces. It works like this (without reference to various special rules):

STEP 1: The attacker designates the target of his SAF. He can pick the Base (with any surplus damage carrying over to PDUs) or the PDUs (with any surplus damage carrying over to the base). Remember that only four PDUs can be killed at one time; this example will ignore PDUs from this point but they work the same as the base.

STEP 2: The Defender has the option of using his one Directed Damage attack (out of sequence) to attack the SAF.

STEP 3: Determine what directed damage the SAF did. If the defender used his directed damage attack in #2, this could be 0 or 10 or 20 due to the die roll. If the Defender did not do this, the SAF will produce the nominal 20 points.

STEP 4: The attacker then has to decide on his Normal directed damage attack.

He could combine it with the SAF attack.

He could attack a separate target, resolving the SAF attack independently (assuming the SAF produced any directed damage points).

He could pass up his normal directed damage attack and just resolve the SAF attack (assuming the SAF produced any directed damage points).

Having made this decision, the attacker then resolves his directed damage attacks. He resolves the SAF first, and if it destroys the base, or gets a SIDS on the base, then any leftover points go to the PDUs. (If he destroyed one or more PDUs but had points left over, these go to the base.) In the case of leftover points going to the other target, if there are not enough points to destroy or cripple or SIDS the target, then they are of course ignored.

STEP 5: If the Defender did not use his directed damage attack in Step 2, he can use it now. Note that there is no reason to attack the SAF at this point.

STEP 6: Resolve normal combat with the remaining damage points scored.

Recent Rules & Rulings

Here are the latest rulings, rules clarifications, and additional rules from the F&E staff and judges.

(203.1) Allied units may enter each other's territory if both are at war. Permission to enter is presumed to be automatic.

(205.15) Addition: Reaction movement cannot be used against an enemy unit which enters a neutral country and becomes interned.

(205.37) New: If the enemy unit which entered the "outer reaction zone" entered a neutral country and was interned, then there can be no reaction to this unit at all.

(206.22) Fighters on PDUs would not qualify as "a base with a full ship equivalent of fighters" to "open a path" for another unit to retrograde, and neither would an off-map base with fighters or PFs, but a monitor with a "full ship equivalent of fighters or PFs" would count for doing so. [The key point is that fighters able to react out of their hex and able to be transferred to another ship count; others do not.]

(206.31) Note: Because tugs and convoys are supply sources but cannot be used as a retrograde point, many players pair up these units with an FRD (which can be used as a retrograde point but which cannot provide supplies).

(302.21) It would theoretically be possible for several "bases" to be in a hex, and these might be at the same location (all in the battle force, none count against command limits) or at different locations (creating what amounts to a multi-system hex). FRDs, convoys, planets, and tugs serving as supply points would all count in this situation, and their "location" could perhaps change. Bases in a hex are designated at the time they are built as being with a planet (or a previously-built base) or at a separate location. Convoys, FRDs, and tugs serving as supply points are designated as to their location (and whether any are co-located with other "bases") at the start of battle hex resolution; this cannot be changed between combat rounds.

(302.23) In the event that the attacker offers an approach battle and the defender declines, AND the attacking force includes a non-retreat unit (302.74) which is not a base or planet, THEN the non-retreat unit MAY retreat with the attacking force, but the die-roll adjustment for a head start in the pursuit battle (which would have to include the non-retreat unit) is not applied. [Many requests have been made for an entirely new retreat system which would prevent the use of cheap non-retreat units to block pursuit. This subject remains under consideration but has not been resolved.]

(302.61) DAMAGE ALLOCATION: No multi-ship group can be voluntarily damaged or destroyed if this produces minus points. Instead, the group must take a CEDS step or (if using Carrier War) must be broken up and the individual ships given up one at a time. (The unbreakable and un-CEDSable groups such as the Tholian CPC and the Romulan FE can be given up as a single unit, even if this produces "minus points"). No uncrippled unit can be destroyed if merely crippling it would produce any "minus" points. If a carrier or PFT is voluntarily crippled, then any fighters and/or PFs lost due to the reduced capacity do not generate minus points. The owning player could give these up first and could of course transfer them to another carrier/PFT with room for them. Note that if the enemy has unresolved damage points equal to one-half of the amount required to cripple your smallest unit (including a fighter factor) or destroy your smallest crippled unit, you must give up something to resolve the damage but it need not be the smallest unit, and you can give up a unit considerably larger than what is required to resolve the damage. You could give up the B10 to resolve a single damage point if you wanted to.

THE LAST PAGE

When we put this product together, we found that the 260 pages needed to cover *Captain's Log #20-Captain's Log #40* were too big to bind in a single book. So, we split it into two parts. Dumb luck, it turned out that the dividing point (page 130/131) was just exactly between *Captain's Log #30* and *Captain's Log #31*. That did create one minor issue, in that the second part wouldn't have a copyright notice in it, so we just warmed-over the new Page #1 that we did and made it the last page of the second part.

Clever, huh?

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