

Border Patrol

Annex V-A: Refit Availability Chart

Federation

Rule	Refit	Year First Available	Availability at Start of Game	Availability if First Available After Start
R2.R1	Plus (+)	165	Limited [†]	N/A
R2.R2	Rear Phaser	160	General [†]	N/A
R2.R3	AWR	170	Limited [†]	N/A
R2.R4	Drone Rack	175	N/A	General

- ◆ This refit is Generally available for FF hull types only, specifically the FF, FFD, FFM and FFS. For all other units it is Limited; however, immediately after the start of the game (before the next turn), this refit is considered to be Generally available for all units. It is considered automatic for all units purchased after Y174.
- ♣ This refit is considered automatic for all units purchased after Y173.
- ♠ Immediately after the start of the game (before the next turn), this refit is considered to be Generally available for all photon-armed units; additionally, this refit is considered automatic for all photon-armed units purchased after Y171, and is automatic for all other units purchased after Y172

Klingon

Rule	Refit	Year First Available	Availability at Start of Game	Availability if First Available After Start
R3.R1	B	165	General	N/A
R3.R2	K	169	Limited [°]	N/A
R3.R3	UIM	165	General	N/A
R3.R4	Drone Rack	175	N/A	General
R3.R5	Penal	135	General [‡]	N/A

- ‡ Note that not all Penal refits are DSF units; some are ISF units and cannot be used by players; additionally, per V0.58, the Coalition may have only one Klingon Penal unit at a time, and per V4.72 such units may not be mothballed. This refit is no longer available after Y177 [R3.R51].
- ◇ This refit is considered automatic for all Command/Leader variants purchased after Y175.

Romulan

<u>Rule</u>	<u>Refit</u>	<u>Year First Available</u>	<u>Availability at Start of Game</u>	<u>Availability if First Available After Start</u>
R4.R1	B	170	General	N/A
R4.R2	Sparrowhawk Plus	172	N/A	Limited ^Φ
R2.R3	Other Plus	172	N/A	Limited ^Φ
R2.R4	Rear Phaser	172	N/A	Limited

Φ This refit is considered automatic for all units purchased after Y174

Kzinti

<u>Rule</u>	<u>Refit</u>	<u>Year First Available</u>	<u>Availability at Start of Game</u>	<u>Availability if First Available After Start</u>
R5.R1	C-14	166	General	N/A
R5.R2	C-12	166	General	N/A
R5.R3	C-10	166	General	N/A
R5.R4	C-8	166	General	N/A
R5.R5	Drone Rack	175	N/A	General

Gorn

<u>Rule</u>	<u>Refit</u>	<u>Year First Available</u>	<u>Availability at Start of Game</u>	<u>Availability if First Available After Start</u>
R6.R1	Plus (+)	170	General	N/A
R6.R2	F-torp	175	N/A	Limited
R6.R4	Heavy Destroyer	175	N/A	Limited
R6.R5	D-torp option	175	N/A	Limited

Orion

Rule	Refit	Year First Available	Availability at Start of Game	Availability if First Available After Start
R8.R1	Minelayer	150	General	N/A
R8.R2	Drone Rack	175	N/A	Limited
R8.R4	Cloaking Device	172	N/A	Limited
R8.R5	Plasma	N/A	Not available to player Cartel	
R8.R6	Shield	169	Limited ^ψ	N/A

ψ This refit is considered automatic for all units purchased after Y174.

Hydran

Rule	Refit	Year First Available	Availability at Start of Game	Availability if First Available After Start
R9.R1	Plus (+)	170	Limited	N/A
R9.R3	Hellbore	158	General	N/A
R9.R5	Fusion Holding	168	General	N/A

Lyran

Rule	Refit	Year First Available	Availability at Start of Game	Availability if First Available After Start
R11.R1	Plus (+)	166	General	N/A
R11.R2	p	168	General	N/A
R11.R3	Mech-link (m)	178	N/A	Limited
R11.R4	UIM	166	General	N/A
R11.R5	Power	168	See rule	See rule
R11.R6	ESG Capacitor	167	General [¥]	N/A

¥ Per G23.24, this refit is considered automatic and the Coalition cannot omit it.

End of Annex V-A: Refit Availability Chart