

Border Patrol

Annex V-F: Base Augmentation Modules and Pods

Augmentation Modules Classes

Type	Rule Reference	BPV Cost (each)	Class	Notes
Hangar	R1.4	10	A	BPV does not include Fighters
PFT Docking	R1.16	12	A	Not Federation; Tholians use variant
Power (APR)	R1.17	18 [◇]	A	Starbase: Max 2; Other Bases: Max 1
Sciences	R1.32A	8	B	
Repair	R1.32B	12	A	
Barracks	R1.32C	20	B	Starbase: Max 2; Other Bases: Max 1
VIP Quarters	R1.32D	8	B	
Hospital	R1.32E	8	B	
Cargo	R1.32F	8	B	

◇ AWR Refit (convert APR to AWR) adds 6 BPV.

Base Module and Pod Docking Capacities

Base Type	Class A ^Δ Docking Points	Class B [¶] Docking Points	Pod-only Docking Points
System Activity Maintenance (SAMS) Station	2	0	0
Mobile Base (MB)	2	0	4
Base Station (BS)	3	3	0
Battle Station (BATS)	3	3	0
Starbase (SB)	6	6	0
Fleet Repair Dock (FRD)	4 [‡]	0	0

Δ Class A docking points may dock and operate any Class A or B Augmentation Module.

¶ Generally, any Pod may be docked at a Class B docking point, but any non-Cargo Pod will not function (*e.g.* generate power, fire weapons, *etc.*). Class A Augmentation Modules cannot be docked to or function in Class B docking points.

‡ The 3rd Module docked prevents one ship from docking; the 4th Module prevents a second ship from docking (*e.g.* those Modules occupy where ships would dock).

Base Minimum Cargo and Refit Requirements

<u>Base Type</u>	<u>Minimum Cargo Boxes[§] to Function as a Supply Point</u>	<u>Minimum Repair Boxes[¥] to Perform Refits [V4.60]</u>
System Activity (SAMS) Maintenance Station	N/A [°]	N/A
Mobile Base (MB)	50	N/A
Base Station (BS)	65	N/A
Battle Station (BATS)	80	70
Starbase (SB)	120	125
Fleet Repair Dock (FRD) [*]	25	50

° Per R1.30, a SAMS may not function as a Supply Point or a Repair facility. However, any Cargo or Repair boxes aboard a SAMS enhance the ability of a Star System, or any units (e.g. an FRD) in the Star System, to function in those roles.

§ When the Base is In Supply, it must have at least this many undestroyed Cargo boxes to function as a Supply Point for units not stacked in its Hex. When Out Of Supply, the supply needs (per V2.50) of units stacked in its Hex (including the Base) are deducted from the number of “stocked” Cargo boxes the Base has, and, when these are exhausted, the Base and stacked units are Out of Supply. An Out of Supply Base may not perform Repairs.

¥ A Base eligible to perform Refits [V4.61] must have at least this many undestroyed Repair boxes, and at least one (1) point of power generation capacity per Repair box, in order to perform Refits.

* An FRD may only function as a Supply Point for units stacked in its Hex.

Base Minimum Module/Pod Requirements

<u>Base Type</u>	<u>Minimum Number of Modules/Pods for Specific Base Types</u>
System Activity (SAMS) Maintenance	1 Power [R1.17] Module; if Star System is at Development Level 5 or higher, 1 Hanger Module [R1.4]
Mobile Base (MB)	2 Repair [R1.32B] Modules <u>or</u> 1 Repair Pod; 2 Cargo Pods
Base Station (BS)	1 Hanger Module [R1.4]; 2 Cargo Pods
Battle Station (BATS)	1 Power [R1.17] Module, 1 Hanger Module [R1.4]; 2 Cargo Pods
Starbase (SB)	1 Power [R1.17] Module, 2 Hanger Modules [R1.4], 1 Repair [R1.32B] Module; 3 Cargo Pods
Fleet Repair Dock (FRD)	1 Power [R1.17] Module (optional; may be omitted if no Modules are purchased for the FRD)

Fighters for Bases

The following tables detail (by race) which Fighter types are allowed for space-borne Bases (Starbases, Battle Stations, Base Stations, Mobile Bases, FRDs) equipped with Fighter Hanger Pod(s).

Federation

Fighter	Rule	Notes
E-2 SWAC	R2.F3	Only as an Incidental Unit [V16.00]; after Y177, the E-3 SWAC [R2.F3A] may be substituted
F-18	R2.F5	Only after Y172
F-18C	R2.F5	Only after Y182; Starbase or Battle Station only
F-4	R2.F6	This Fighter model is deployed to the Starbase at the start of the campaign
F-8	R2.F7	This Fighter model is deployed to the Starbase at the start of the campaign
A-6A	R2.F12	Starbase or Battle Station only

Klingon

Fighter	Rule	Notes
Z-2	R3.F2	This Fighter model is deployed to the Starbase at the start of the campaign
Z-D	R3.F5	Only after Y172; Starbase or Battle Station only
Z-H	R3.F7	Only after Y176; Starbases only

Romulan

Fighter	Rule	Notes
G-1	R4.F1	
G-II	R4.F2	Only after Y174
G-III	R4.F4	Only after Y183; Starbases only

Kzinti

Fighter	Rule	Notes
AS	R5.F1	
AAS	R5.F2	
HAAS	R5.F4	Not available until after Y173
TAAS	R5.F5	Not available until after Y177
DAS	R5.F7	Not available until after Y173; Starbases only

Gorn (only if the Gorns have been retained as an Alliance race)

Fighter	Rule	Notes
G-8	R6.F5	These are available for purchase <u>until</u> Y176
G-18	R6.F1	Not available until after Y173
G-12	R6.F6	Not available until after Y183

Orion

The Orions do not have Bases on the Map to defend, and so do not purchase Fighters under these rules.

Hydran (only if the Hydrans have been retained as an Alliance race)

Fighter	Rule	Notes
St-1	R9.F1	Starbases and Battle Stations only
St-2	R9.F2	Not available until after Y172; Starbases and Battle Stations only
St-F	R9.F3	Starbases and Battle Stations only
St-S	R9.F5	Not available until after Y175; Starbases and Battle Stations only

Lyrans

The Lyrans purchased and used Klingon Fighters, and so do not have separate Fighters to deploy for Base defense.

End of Annex V-F: Base Augmentation Modules and Pods